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May, 1992

Volume 5, Issue 5



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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



It's the ultimate sequel issue! Don't miss the first pictures of *Afterburner 3*, *Adventure Island 3*, *Thunder Force 4*, *Bonk 3*, and the mega-hot *DOUBLE DRAGON 4* for the S-NES! Only in EGM!

134

Super Play

Only with EGM will you receive the most intense strategy pages on Konami's dazzling *Contra 3!* You will be blown away throughout this four page incredible guide.



Konami is seriously considering *Axelay* for the S-NES! EGM has it now!

143

Game Over

Don't miss the cool ending to *Super Castlevania*.

COVER:

A super EGM exclusive! Don't miss the first pictures on one of the best kept secrets (until now!) in the industry! It's none other than *Double Dragon 4* for the Super NES by Tradewest!



Parodius is coming to the Nintendo 16 bitter!

96-133

Fact Files:

Super Nes Times: Rival Turt, Super Battletank, Jack Nicklaus Golf, Pebble Beach Golf Links, Might & Magic 2
Nintendo: Stanley, In the Search For Dr. Livingston, Baseball Stars 2, Fire Hawk
Sega Genesis: Sploot/house 2, Bulls Vs. Lakers & The NBA Playoffs, Cyber Cop, Cadash
Turbo Champ: Bonk 3, Parodius
Neo-Geo: Mutator Nation
GameBoy: Nail 'N Scale, NBA 2 - All Star Challenge, Yoshi
Atari Lynx: Basketbrawl, Rampart
Game Gear: George Forman KO Boxing

130

Advertiser Index

DEPARTMENTS

- 8 **Insert Coin**
- 12 **Letters to the Editor**
- 22 **Review Crew**
- 34 **Software Calendar**
- 38 **Gaming Gossip**
- 42 **Behind the Screens**
- 48 **International Outlook**
- 64 **Tricks of the Trade**
- 84 **Next Wave**
- 96 **Super NES Times**
- 106 **Nintendo Player**
- 112 **Outpost: Sega**
- 120 **Turbo Champ**
- 126 **GameBoy Fan**
- 129 **Atari Lynx**
- 144 **High Scores**

FEATURES

8

Interface

How will the game players react to the high cost of CD-ROM gaming? How much is too much?



Check out the first and only, in depth story on the Sega/JVC Wondermega!

42

Behind the Screens

EGM travels to Japan to get the first U.S. hands-on test of JVC's new Mega CD/ Mega Drive (Genesis) combo - the Wondermega! Also check out the exclusive behind the screens interview with the people who made the system!

76

Leading Edge

Find out about the latest action in the arcades with a full page description of *Blazeon* from Atlus. In addition, scope out the new Seibu Cup Soccer and Irem's new *Undercover Cops!*

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The logo for 'insert coin' features the words 'insert coin' in a lowercase, sans-serif font. The word 'insert' is positioned to the left of 'coin'. Behind the word 'coin', there are five overlapping, yellow, circular shapes that resemble the edges of coins, arranged in a slightly curved line from top-left to bottom-right. A vertical line passes through the center of the 'coin' text, extending above and below it.

CD-ROM, IS THE INDUSTRY READY FOR IT?...

We are about to witness the beginning of a whole new generation of video games. While it only seems like yesterday that we made the jump from 8 to 16 bit gaming, very soon, we will leap from 16 bit cartridge to 16 bit CD-ROM entertainment. It all begins at the Summer Consumer Electronics Show when Sega (and possibly Nintendo) will unveil this new generation of games.

There is a problem though. While the technology is there (NEC has had a CD-ROM out for a couple of years) the industry - the game designers and programmers, may not be ready yet. Take, for example, the problems that NEC had with their unit. The hardware worked fine, but there was no software. Without a constant flow of good software, few game players would buy the system.

Also consider the launch of Sega's Mega CD-ROM in Japan last December. The price was very high - 49,800Y (\$380), but more importantly, the software was few and far between, and then it was at best, cartridge games with CD audio. Like the NEC unit, the Mega CD-ROM sold well for a short while, then the player interest dropped off quickly. Now, the system is already being heavily discounted - 32,500Y or less than \$250.

The problem - Japan rushed the Mega CD out the door without the software. The programmers weren't to blame, as sources have told me that the Mega CD is a very complex system to program for. The more features the unit has the more that has to be learned, and the longer it takes to get out a good piece of software.

Is Sega ready for CES? Or are they also rushing the technology? The original Sonic the Hedgehog cartridge took 1 1/2 years to program. The Mega CD-ROM development systems have been in programmers hands for less than 6 months. Is that enough learning time to get spectacular software on the market? The kind of games that cause the players to rush out and buy the systems. Or will we start off like Japan with cartridge games and CD music? It is probable that we will be somewhere in between. There will be enough 'Wow!' type CDs at the show to build interest, but the Fall launch of the system will only have a couple of spectacular games. Early 1993 is about the time when the really good games will be ready.

This is only the software side of the problem. Can Sega bring the unit out for an affordable price? Will Nintendo really stick to their \$200 figure? What about the pack-in CD? Will Sonic be ready? What will Nintendo do? The questions go on and on.

Officials at Sega say that they are considering all of the possible variables, and that it won't be until the actual day of the show that a decision will be made. It's going to be a tough one to make, indeed. It's kind of exciting though, I, for one, can't wait till the show to see what happens. I only hope that they aren't rushing the technology.

Ed Semrad
EDITOR

A



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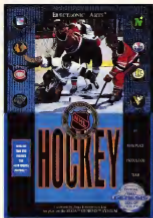
Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.

As you can see from this composite screen shot, there's more action than you can shake a stick at.



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INTERFACE: LETTERS TO THE EDITOR

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions. We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface Letters to the Editor, Sender Publications, 1920 Highland Avenue, Suite 322, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

STREET FIGHTER 2 DELAYED TILL JULY!

Capcom has just issued a press release that states that SF2 will be coming out in July rather than June!

.....

STREET FIGHTER 2 UPDATE..

My favorite arcade game is Street Fighter 2. A friend of mine cued me to your spectacular coverage on the arcade game and I have been a loyal reader ever since. Having just purchased your April issue I was very impressed with the job that Capcom is doing on the Super NES version of the game. I was so impressed, that I just bought a S-NES. I was considering getting the Genesis but they have had nothing good in 5 months. Even though you've covered everything already, is there anything new?

**Sam Lancer
Topeka, KS**

Alright, I'm sure every reader who has ever picked up your magazine wants to know who is Sushi-X. Why is he so mysterious? I'm sure he is not as good at Street Fighter 2 as I am. I have finished the game with 4 different people and, nobody beats me!!

Now let's get down to business. I own a Genesis and I am seriously considering getting a Super NES because of the 16 meg Street Fighter 2. Now I need to know for sure...Will there be a special controller used to play this game?

**Andy Braindon
Los Angeles, CA**



Can't get enough Street Fighter 2? Try the music on CD!!

(Ed. Hundreds of letters from devoted Street Fighter 2 fans continue to pour in each month. Thanks for all your comments and we will continue to keep you posted on anything new.)

Sushi-X isn't really that secretive, he is just shy. If you want to meet him you'll have a good chance of seeing him at the Summer CES.

The latest news is that Capcom will make a joystick. It will be called CAPCOM'S COMPETITION JOYSTICK™ and it has been specifically designed for the S-NES SF2, although it will work on any S-NES or NES (?) cart. The stick will have 6 action buttons, an 8-way joystick control and three rapid-fire turbo buttons. For additional ease-of-use, a remote-controlled cordless adapter will be sold separately. The stick will be available at the same time the cart hits the stores. No price has been set on the stick.)

S-NES CD-ROM...SOON!

Thanks for the story on the Super NES CD-ROM. Your comparison against the Genesis CD-ROM helped me decide to get the Super NES system. I mean, for the same price as the Mega CD alone, I can get a Super NES plus their CD-ROM. Will Mario 5 be the CD packed in with the CD-ROM? I hope so as the S-NES version of Mario 4 was great in itself! Think what they can do on CD!

**Jeff Catton
Austin TX**

After I saw your article about the Super Famicom CD-ROM, I was wondering if it would be compatible with the S-NES. If so, will the American discs be compatible with the Japanese CD-ROM drive?

**Darin Avery
Celina, Ohio**

The Nintendo CD-ROM sounds awesome! I mean anything that Sega's can do Nintendo can do at half the price! What I don't know is if it will be able to play CD+G discs. Also, since it will eventually wear out, what kind of warranty will it come with?

**Dan Wanton
Bridgeport, CT**

First of all I would like to congratulate you on the CES coverage. I couldn't believe you guys were the first magazine on the Super NES CD-ROM. I would like to know if Phillips is going to have their own CD-ROM, or are they working with Nintendo, or is Nintendo making their own system?

**Cory Border
Hemet, CA**

(Ed. After Nintendo released the info on their CD-ROM, they quickly went back into seclusion. While very little else is new, the latest word is that the S-NES CD-ROM will go the same route as Sega's Mega CD-ROM. That is, Nintendo will bring back the old security chip and build it into the U.S. CD-ROM system. The U.S. discs will have a special program encoded on them to 'lock-out' the non-U.S. CD's.)

Phillips already has their CD system out and Nintendo's unit will be compatible with the Phillips system through a special 'bridge'. The Nintendo discs will be playable on the Phillips system but not the other way around. No word yet on the pack-in disc or warranty details!

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SQUARE

TOO MUCH GENESIS COVERAGE

I always read your magazine and its great, but I am sick of always hearing about the Sega Genesis. What about the Super NES? You never give it the spotlight. You should have more about software and other items for the S-NES. When Genesis first came out it hardly had any games and it was terrible. Now that Nintendo has a new product you treat it like it is nothing important. Give the S-NES a year or two and you'll see who is best.

Michael Andrejskik
Alberta, CAN

NOT ENOUGH GENESIS COVERAGE

In your March mag you are criticizing Sega too much. I am sorry to tell you that Sega has the future of video games and some of your comments make me mad. I don't understand why you comment on the future of the S-NES and NEC while you speak of Sega as if they are of the past. I do believe that the Mega CD will leave the rest in the dust.

Your S-NES coverage in that issue was quite extensive, while the Genesis info was very slim. Why was this?

Ronnie Boles
Winston-Salem, NC

(Ed. Ah, the joys of running a multi-format magazine. It seems that you just can't please everybody all of the time. As we stated in the March issue, Sega does not show a lot of new games at the January CES. We ran pictures of everything that was there, and at that show, there just happened to be more S-NES carts. The coverage will probably reverse when we cover the June CES as Sega will bring out all of their new softs and Mega CD discs.)

FACT FILES TOO COMPLIMENTARY

I would like to say how much I like your magazine, you are always the first to print stories on the latest carts around. However, your Fact Files are lacking something as when I read them, it sounds as if the company that made the cart wrote the Fact File themselves. You always point out the good things in the game. You give no

personal opinions, and you don't rate the games. The endless compliments to the cart makes me wonder whether this game is actually good or not. Maybe you should use the same style that the Review Crew uses and tell us the bad points and the true good points of the game. I am sorry for sounding so critical, but if you did this, I think your mag would be much better.

Tyler Nagata
Honolulu, HA

(Ed. Comments about the mag, whether complimentary or critical are always welcome. You bring up a good point Tyler and it is important that our readers understand our review philosophy. Our Fact Files are, for the most part, full page previews. Readers should note that we have included a Percent Complete box in our Fact File header. In many cases the game is far from complete when we do a Fact File. If we wait until it is 100% complete we would be no better than the other mags who report on a game the month it comes out. We want to get you the best info as soon as it is available. Sometimes though, this means that the game is only 10% (one level) complete. It isn't fair to the company to criticize a game that isn't 100% complete as the last 5% usually is the part that involves the fine tuning of the game play, joystick control, graphics and sound. That last 5% is what makes or breaks the game. Only when the game is 100% complete (the Review Crew stage) will we give our opinions on the game.)

MORE MEGA CD..

What is the latest on the Mega CD? I didn't see a whole lot of coverage in the March issue. I think I speak for all the Genesis players that you should give more attention to this great peripheral.

James Clair
Watertown, WI

(Ed. I guess you missed our February issue where we devoted five pages to the Mega CD and its games. In this article we literally ripped the system apart and described every little detail.

The reason you didn't see more in March was because the only Mega CD at the CES was in our booth! Sega is holding back on showing it until June. Don't miss our exclusive, first hands-on test of the Wondermega starting on page 42 in this issue!



The Wondermega went on sale on April 1, 1992 in Japan.

S-NES GAMES FOR 80¢ EACH...

I know you are the cutting edge of the video game field, but how come you had never mentioned the Magicom. This device copies NES and Famicom games to computer disk. The newer Super Magicom does the same to S-NES or Super Famicom carts and the Magic Drive works on Genesis carts. With this device you can have copies of any game for about \$0.80 instead of \$60! Another good thing is that you can buy games from dealers here already transferred for about \$5. If you don't believe me I have enclosed a picture of the devices. The only problem is that each system costs from \$500 to \$600.

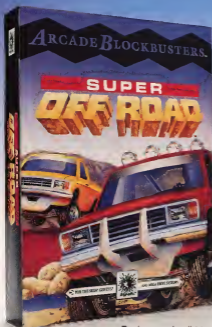
J.W.
Long Island, NY



The Super Magicom transfers S-NES carts to computer disks.

(Ed. We have known about these devices for quite a while but, since they are illegal, we did not consider them a news item. They come from the Orient and, although they work, we do not recommend players purchasing them.)

Rock 'n Roll



Rock around a dirt track with **Super Off-Road!**
Roll with the villains' punches in **Double Dragon!** You'll find all the action you can handle when you bring these two Arcade Blockbusters home to play on your Sega® Genesis®.

Super Off-Road™ separates the men from the boys. And the boys from their lunch. These babies burn nitro. And rubber. And other computer off-roaders, if you're good enough. This Blockbuster game has 32 course configurations. Plus big-time obstacles like oil pits, sand hills, pot holes and rock pillars.

Double Dragon™ is a chilling challenge. Rat-infested slums. Your girl kidnapped. And that's not Mom heading your way. Meet the Shadow Boss. Evil. Tough. Hangs around with a gang of Ninja warriors. They've got a hobby. Terminating you. To survive you must master special Ninja fighting techniques. Like four types of kicks and three types of punches.

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CES OPEN TO PUBLIC...

I have heard that the Summer Consumer Electronics Show will be open to the public for the first time. I am eagerly anticipating it, but I also have heard from Nintendo that each company can choose whether they will be open to everyone or not. I am a big fan of video games, and will spend the money to go to Chicago, but I don't want to waste my time going if I can't see their new games and equipment. So, could you please tell me which companies will be having their booths open to the public?

Jon Clutts
Berlin, PA



The Summer CES will be open to the public on May 30th and 31st.

(Ed. You are right Jon, this year the SCES will be open to the public for the last two days of the show. To get you the most up to date info we contacted Mr. Al Haber, Staff Director, Communications of the Consumer Electronics Group for the latest info. As of March 23, 1992 here is the scoop:

The 1992 International Summer Consumer Electronics Show® will be held at Mc Cormick Place in downtown Chicago. It starts on May 28th and runs through May, 31st however, it will only be open to the public from noon to 9:00 PM on May 30th and from 9:00AM to 6:00PM on May 31st.

Admittance won't be free as special consumer badges will cost \$8 in advance or \$10 at the door. Children under 2 will be admitted free, and children 10 and under will have to pay full price and, must also be accompanied by a parent.

For this show video games will play a major part with about 25 percent of the total CES exhibit space going to game companies! Since this will be a special event, many companies are expanding their display space to

accommodate the public. Mr. Haber states that Accolade, Camerica, Galoob, Nintendo and Sega are a few of the companies with extra consumer space. We here at EGM have increased our booth size by 50% for this special event! As usual you can count on EGM to have the latest in game technology on display. You will also be able to meet the editors (Sushi-X promises to make an appearance) and we even have quite a few special surprises lined up for you!

While no one can guarantee that every game manufacturer will be there, nor can anybody say what games will be on display, Mr. Haber states in his memo that the following companies will be open to the public:

Absolute Entertainment; Acclaim/LJN/Flying Edge/Arena; Accolade; Activision; American Sammy; American Software; American Technos; ASCII Entertainment; Asmik; Atari; Atlus; Bandai/Dreamworks; Beeshu; Bignet; Bullet Proof; Camerica; Capcom; Champion Glove; Culture Brain; Data East; DTM; Electro Brain; Electronic Arts; FCI; Galoob; Gamtek; Hai Ameca; Hadd Controls; Hot-8; Hudson Soft; IDG/Game Pro; IGS; Interplay; Irem; Jaleco; JVC; Kaneko; Kemco; Koei; Konami/Ultra; Kyugo; Mc O'River; Menta; Microprose; Mindscape/Software Toolworks; Naki; Namco; NTVIC; Ocean; Parker Brothers; Razorsoft; Renovation; Romstar; Safe Care Products; Sage's Creation; Sega; Seika; Sendai Publishing /EGM/Mega Play/Super NES Buyer's Guide/Computer Game Review and CD-ROM Entertainment/Electronic Gaming Retail News; Seta; Sofel; Sony Imagesoft; Spectrum Holobyte; Square Soft; STD; Suncom; Sunsoft; Taito; Technosoft; T & E Soft; Tecmo; Telegames; Tengen; THQ; Toho; Tradewest; Treco; Tilton; Turbo Technologies; U.S. Gold; Vic Tokai; Virgin Games

The memo also states that two of the game magazines - Electronic Gaming Monthly and Game Pro will have booths at the show!

If you plan on coming to the CES there are a few points to consider. If you are going to fly in, check with

your travel agent early. There will be 75,000+ other people coming to the show and flights in to Chicago book up early. Hotels are the same way. Virtually all of the downtown hotels are pre-booked for trade attendees. You may have to stay more than 10 miles from downtown! In other words, expect this to be a very busy event and make your plans early. See you there!

MEGA CD TOO EXPENSIVE?...

My friends and I have an ongoing argument about which game system is the best. I have the Genesis and they have the Super NES. I keep on telling them that when the Mega CD hits the stores, Nintendo will be put to shame. In your last issue you say that Nintendo's CD-ROM will be only \$200 and that Sega's is \$380. My question is, if the S-NES' CD-ROM is more technically advanced, how can it cost so little. Is Sega trying to rip us off or is the price of the S-NES CD still an estimate?

Andre Antoine
Kingshill, St. Croix

(Ed. Good question! Usually if something is better one would expect it to cost more. Actually, since neither CD-ROM is out here in the U.S. (Sega's unit is only out in Japan) any cost figures are estimates. Even at this late date, Sega officials are still considering different alternatives as to price and system packaging. However, there is new information on the Japanese Sega CD-ROM. When it first came out it was selling for list price - 49800¥ (\$370). On our last trip to Japan we have noted that the Mega CD-ROM is now selling for only 32,500¥ (\$250)! It now is heavily discounted, and we believe, more realistically priced. There is no software packed with the Japanese Mega CD and when it debuts in the U.S. it will probably come with a game. Still, allowing for another \$50 for the game, the U.S. Mega CD-ROM could sell for under \$300! As for the Nintendo unit, there is no hard information on its price. While their spec sheet stated \$200, Nintendo has been known, more than once, to say one thing and then do something completely different later!

TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!



The danger and action of the Roman era are recreated in this 8-Meg, 1 or 2-player military simulation spectacular! Plot and maneuver your forces as they battle the menacing armies of ancient Persia, Egypt and Arabia. Sail the Mediterranean in search of new lands to master in glorious triumph!

The Campaign Mode challenges your skills as a military strategist to their ultimate limit!

2-Player simultaneous play with "Real-time" action intensifies the adventure!

Destroy all enemy fortresses and armies and conquer the world!

WARRIOR OF ROME II



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THE ONLY GAME TO MAKE THE PGA TOUR CUT.



Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make

SEGA GENESIS

the rounds with guys named Fuzzy, the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

No matter how you slice it, this is the most realistic Genesis® golf game ever.

Real players with hole-by-hole tips. Real courses like the TPCs at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Come on. Get real.



Instant replay captures every hole-in-one or splash down. Just like TV.

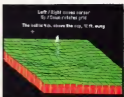


Take a real course in golf! We used the original blueprints that built the TPCs at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.



PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

And TV coverage is better than any you'll find on the tube. With spectacular aerial fly-bys. Close-ups of the hole. Multiple angles of the ball in flight. Instant replay. Killer sound effects—crowd applause, club swings, chirpin' birds. Even



Left / Right views mirror to show critical play. The subtle hills above the cup. 10 ft. away.



Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke!

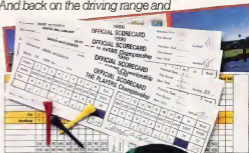
a sportscaster with tournament highlights but no commercials. If you don't devour all your

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REVIEW CREW



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

BATMAN: RETURN OF THE JOKER

It takes an experienced company to make a great GameBoy cart. Granted, with a big name license and a previous track record of successful Batman games, Sunsoft had some of the hard work already done for them, but strip away the glitter and it is the game play which determines if the cart will sell. In this case it's got it all and it's going to be a hit!



S The boss is really rockin' with the new carts coming out in Japan. He is still looking for a NSX racing game though!



E Ed is quite happy now that he has his Wondermega. His next project is to track down a Nintendo CD-ROM in Japan.



M With Martin back from Japan, all we hear from him is how great Axelay was. Ask him who is the best Super Monaco GP player!



S Sush-X has tracked down a Street Fighter Champion Edition in Tokyo and he is blowing away all X who challenge him!

Super NES - Nintendo
SUPER SCOPE 6
Theme: Shooter Available: Now
No. of Levels: 6 Megabits: 8

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

The Super Scope 6 is here and the Super NES may never be the same! You can play six different games all one cart. The games are categorized into two groups entitled Lazer Blazer and Blazirls. You can play games like Mole Patrol, Confront and a horizontally scrolling Tetris-type game! With these six exciting games, the Super Scope 6 can entertain your entire family. The Super Scope 6 is available now!

You can't review this peripheral/game pack simply by examining the test cart. While the first two games are interesting diversions, the other nice graphics, this really isn't anything we haven't seen before from IGS. Will we see games that are more different? It's speculation, but I don't think so.

While the Super Scope looks cool and works very accurately, I don't believe that many companies will support this bezel. The games that come with it get boring very quickly. I don't trust Nintendo. How long will they support their Power Pad? When will they bring out their last light gun game? Remember R.O.B.?

This is a pretty cool idea for a peripheral, but the games that come with the Super Scope 6 are very dull. The warfare games are cool, but they get repetitive very quickly. I'm kind of worried that the Super Scope will turn out to be like the Light Gun. It's a great idea, but it's not worth it if no one supports it.

Super Scope 6 is an excellent idea that I fear will turn out to be another Light Gun fiasco. Nintendo has a bad reputation for not supporting their accessories with games that suit them. While the accuracy is dead on, the fun factor is not very exciting and doesn't promise a very bright future ahead.

Super NES - IGS
THE ROCKETEER
Theme: Action Available: May
No. of Levels: 8 Megabits: 8

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

The Rocketeer is flying its way into your home for the Super NES! IGS has spared no expense in making The Rocketeer look and feel as exciting as the movie it is based on! You control Cliff on a mission to stop a terrorist organization from stealing the rocketpack! But to top it off, the terrorists have also kidnapped Jennifer! You must rescue Jennifer and put a stop to these terrorists! The Rocketeer will arrive in May!

This game looks great, but when you pull it apart to look at the game play alone, there just isn't much left. The first sections in particular are damn well, but the action is really reduced to a small segment of the play time. There is some nice graphics, but the action never really manages to hit big.

I have to give IGS credit for creating some innovative and exciting graphics. The game play on the other hand is only a bit better than average. I had problems in learning the controls and this led to frustration later on in the game. Once I learned though, the game was decent. It's better than average but not spectacular.

The Rocketeer is a game that will have to rely on the title to sell. While there are a bunch of different sections in the game, there just isn't that much in the way of game play. Despite the nice graphics, the cart is boring and way too short. I did like the skills in between the sounds, however.

Let's face it. It's hard to translate a comic book to movie to video game and still come out with the same intensity and excitement as when you started. The Rocketeer lacks focus, but the graphics are excellent, while the music is good, the fun factor quickly turns to boring. This is a good game, but the comic is better.

Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just see your character, you *are* your

character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



Here's how four times the fun with the Four Player Adapter!

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Game Player's Magazine
1991 Strategy Game of the Year
GamePro Magazine
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It pay\$ to play together.

Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

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The Best Games in the World

Smiles-Proof Software



Super NES - Natsume

SPANKY'S QUEST

Theme: Adv. Available: Spr.
No. of Levels: 50 Megabits: 4



Spanky's Quest by Natsume stars a little monkey who has lost his way home! Spanky must collect keys to exit the complicated mazes. There are swarms of enemies out to stop him, but Spanky has bubbles that can be powered up four times to destroy the enemy! Spanky can also collect hats that give him special abilities! The addition of 50 levels make sure you won't beat this one in a day! Coming in Spring!

This game is not hard hitting and it isn't intense, but it does have some addictive play techniques. Spanky is also a game that younger players can be able to get into while giving more advanced gamers plenty to interact with. The overall concept does wear thin a little, but all in all Spanky is a nice title.

Although Spanky looks like it is meant for kids (it is) it does have some technique to get through the levels. As such, parents will like this cart and it's a good game where the whole family can play. Any way, how can anything endorsed by Archie be bad?

This is a cute game that is definitely geared for a younger crowd. While the graphics aren't anything to shout about, they do look cartoonish, which is cool. While this is a kids game on the surface, there is a surprising amount of game play if you liked Mario and Bubble Bobble; this one is for you.

While the Super NES seems like a system only adults and teenagers can enjoy, even children can find a game to suit them nowadays. Spanky's Quest is a family game that any kid (or big kid) can enjoy. It isn't mind-boggling in any respect, but just a good, solid game. The music could use a little variety, though.

NES - American Sammy

MIGHT & MAGIC

Theme: RPG Available: Spring
No. of Levels: N/A Megabits: 4



Might and Magic by American Sammy embarks on a mission to locate the Inner Sanctum! Explore the first town known as Sorpigel. There you may find what you need for your adventure. Talk to shopkeepers and keep your party healthy for there are dangers lurking about! The battles with enemies can be both rewarding and fatal! Can you can unlock the secrets to the Inner Sanctum?

People know that RPGs aren't my cup of tea and although this isn't on my personal hit list, it does have a lot of complexity to appeal to most role-players. The designers have stepped up on many of the restrictive parameters that these types of games usually have to endure, however, making this cart more enjoyable.

This is a hard core RPG and definitely not for those players who have to constantly move at warp speed. Even though the graphics are lacking, the game more than makes up for it in complexity. A great thinker, but you better set aside a large amount of time to get through this one.

I do not like role-playing games, and I especially do not like them on the NES. This game is superb in graphics and audio quality, especially compared with the original version on computers. One thing it does have to do for it is that it is very easy to play, if that is your style of game.

Normally, I love adventure/RPG games, especially long ones like Might & Magic on my computer. On the NES, this once brilliant quest loses in graphical and audio quality I expect an extended adventure, but with the simple controls and intelligent design of a really good RPG. This is for RPG fans only.

NES - Titus

BLUES BROTHERS

Theme: Action Available: Now
No. of Levels: 6 Megabits: 2



Jake and Elwood are back! The Blues Brothers have six "missions from God" to complete before they get busted by the police! In the various stages you must complete smaller tasks like unmasking a shark in a shopping mall! You can collect power ups and receive your health back at various points in the game. For more excitement you can even have a two player simultaneous adventure!

Don't go looking for much in the way of a connection between this game and the characters that inspired the Blues Brothers movie. You've got a pretty standard action title with a couple of the leading men swaggering through some dangerous action sequences. Not much new here, but executed well.

An interesting choice for a game. It has a title that is recognizable and Ocean backs it up with a game that plays quite well. It is a bit too easy, too simple, but it should do quite nicely for the average player. It's nothing spectacular, just a good solid game that delivers enough enjoyment to get you your money's worth.

The Blues Brothers was a great movie, but the video game just does not cut it. Where is the music? Where are the personalities of the characters? What does this game have to do with the movie in any way? Beyond that, though, The Blues Brothers is kind of fun. It's pretty simple, but the game play is there.

The Blues Brothers is a movie I dearly hoped would be translated into an awesome video game. But the 8-bit king just doesn't do it any justice. Instead of vibrant colors, jammin' jazz soundtracks, and a solid control interface, I'm left with a game that strikes me as average in every way. I think the NES is beginning to crumble.

ARCANA



The future of the kingdom
is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana /är - 'kä - nō/ [L. fr. neut. of *arcana* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters. 4. The exciting new RPG from HAL America.



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Nintendo

Genesis - Sunsoft

LEMMINGS

Theme: Puzzle Available: Spr.
No. of Levels: 180 Megabits: 8



Those brainless rodents are at it again! Lemmings for the Genesis puts you in control of these rodents to find their way home! You have the ability to give the Lemmings eight gifts ranging from climbing, digging and bombing. However, the Lemmings will mindlessly walk into various Lemming traps and even walk off cliffs! With 180 levels at your disposal, Lemmings will keep you busy for quite a while!

Keeping in mind that this is nothing more than a puzzle game, Lemmings is able to succeed. The version for the Genesis platform is really no worse or better in terms of game play, but the sound effects and especially the music don't compare. The basics of the game mechanics, however, are intact and executed perfectly.

I loved the S-NES version and like the Genesis version even more. More levels, means more fun! On the Genesis this is the number one puzzle game in my book. Then throw in the Lemmings version and this can't really stand on its own. Now, how long do I have to wait until Oh No, More Lemmings?

While Lemmings is not the type of game I would normally choose to play, it does get addictive after a while. Sunsoft has included tons of levels to keep you going for days. The two-player mode is a lot of fun, too. Too bad the graphics and sound are not up to standard, though. I'm glad there is not much slow down.

It's funny how no game seems to be striking me as an excellent game to look forward to this month. Even the cute little Lemmings don't have that same appeal anymore. I like the graphics and game play, however. I wish the music had more variety and the sound effects were clearer. I love the Lemming traps—hah, heh!

Genesis - Renovation

EARNEST EVANS

Theme: Action Available: Now
No. of Levels: 6 Megabits: 8



Become a world renowned treasure hunter in Earnest Evans by Renovation! Earnest has been sent by his grandfather to continue the treasure quest of many years ago! Your mission is to locate two idols before Bredy Tresladder uses them to destroy the Earth! To destroy his foes, Earnest can use many items like a whip, grenades and a mace! Live the adventure with Earnest Evans!

While I love the manner in which the lead character moves, the game attributes make the game difficult to control in areas. It has a nice combination of graphics, unknown items and whip 'em out action, but none of the individual characteristics save them from being slightly above average all around.

Everything about this game is great. It is challenging, long enough, decent backgrounds, OK audio and good special effects. Where it falls down, and it REALLY falls down, is in the character animation. It's not all that bad, as it only looks bad, it plays as if you want it to and therefore still comes off as a very good game.

Earnest Evans is really impressive when it comes to graphics, but animates very poorly. When Earnest moves, he looks like a flickering robot. In addition, the controls are very difficult to work with. At the end, it just does not seem worth it. I was really looking forward to this one and I am kind of disappointed.

I'm a die-hard fan of El Viento, so I was looking forward to playing the prequel, Earnest Evans. Visually, E.E., accomplishes some major feats, it goes overboard with the software rotation! Come on! Your character acts like a robot and controls even worse! At least the music is still Renovation quality. Close call.

Genesis - Sega

D & D: WARRIORS OF THE ETERNAL SUN

Theme: RPG Available: June
No. of Levels: 6 Megabits: 8



Sega takes one of the most popular role playing series and puts it on the video screen! Dungeons & Dragons: Warriors of the Eternal Sun is an RPG with a unique overhead perspective. Your band of warriors must explore a whole new world that opened up in the Earth. You will face hordes of creatures out to make you their lunch! You can also purchase new weapons with the gold you collect from fallen enemies!

My feelings toward RPGs aside, this title could have been a killer if the game paid off to those people who will be attracted to its AD&D title and those AD&D fans. None of the background characters or settings can be praised in this title, which unfortunately plays like a typical RPG with some nice retouches. Too bad.

Don't let the name fool you into thinking that this is a hard core D & D cart. It isn't. It plays more like the typical RPG and, as such, it will be liked by a much wider audience. It looks good and has exceptional graphics for this type of game. If you're into RPGs give it one a try you won't be disappointed.

Need I say it? I really am not a fan of this style of game. The graphics are nice and the overhead perspective makes the game much easier on the eyes, but I did not find anything else that I really liked. For RPG fans, this cart will surely be what they are looking for. Same, it surely was not.

Hey, this is a good quest! I thoroughly enjoy the overhead perspective instead of first-person for reasons of clarity. The control is very good, and the quest is fun enough to warrant a look-see. It could have been longer, but at least I enjoyed getting through it. Pick on some good music and you have a decent game.

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Genesis - Electronic Arts **JORDAN vs. BIRD**

Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4



For some fantastic basketball action, look no further than Super One on One: Jordan vs. Bird! You do not have to just play basketball, though. You can choose to play in the slam dunk contest, three point contest, or go one on one with either Jordan or Bird! You can even see an animated cinema display when you do a slam dunk! Plug in a second controller to play against a friend! Super One on One is available now!

This is a very well executed and put together game that has great graphics and animation and two of basketball's leading men to lead their individual forces have been done perfectly in this cart, creating another near-perfect sports sim. from EA. One problem: It's way too brief - and as a result ends up short.

EA knows sports. They are so good that they can even take a sport like this and turn it into a very playable cart. They may be stretching it a little more as like any action cart, once mastered, this one can get old and lose its appeal. Great graphics and good ball control help make this soft a success.

I thought Super One-on-One was cool, but I really wanted the most real game of basketball. The slam dunk contest is good, but once you've mastered the different dunks, it gets repetitive. The same goes for the three-point contest. It gets a little boring and a little too easy, but it is pretty fun.

Okay, Jordan and Bird are my two favorite basketball players, so I may be a little biased here. If you criticize, then my main complaint would be the overall length of this game. It doesn't take long to master each event, and then you are stuck with a game whose only positive aspect is its name. I want more!

GameBoy - Taito **STAR SAVER**

Theme: Action Available: Now
No. of Levels: 6 Megabits: 1



The Adventures of Star Saver for the GameBoy is a new action game from Taito. You play a hero on a quest to save the some war-torn planets from impending doom at the hands of an evil dictator! Collect power ups such as the triple shot, super jump, and the grappling hook! Take on the bosses with your power suit to really let them have it! Do you have what it takes to become the Star Saver?

Although this game does have its strong points, including some graphics and play, it just doesn't stand up next to similar efforts like Mega Man that have been produced almost recently. While I don't normally like to make comparisons, the areas which the best of games both tread invite such side-by-side analysis.

Great GameBoy action games are hard to find. Star Saver is in that category because it offers you good game play, a decent variety of power enhancements and enough enemies to make the game challenging. For those who players this is a good cart to get, but it's not one which you will tire of very quickly.

Star Saver is not a great game, but it does have some good qualities. I liked the different power-ups, for instance. It is pretty fun, and there is a decent level of challenge. If they can just get past the boring black and white graphics and the serious burning, Star Saver would be much better.

Oh, great, here come the Game Boy games (hoo-boy)! I guess Taito makes the color Game Boy games because I'm tired of blurry B&W games. Star Saver is yet another example of a game that suffers horribly thanks to the GB graphics. Otherwise, the game would probably be a couple of notches higher.

GameBoy - Konami **TOP GUN**

Theme: Sim. Available: Now
No. of Levels: 4+ Megabits: 1



Top Gun Guts and Glory brings top simulator action to the small screen! You can choose from four top fighters like the F-14, F-16, Mig-29 and the Stealth Fighter. Battle through four tough missions to reach the final stronghold. Choose from many powerful weapons to take on the attacking fighter squadrons! After each mission you must land on an aircraft carrier to prepare for the next mission!

This type of game just shouldn't have been attempted. While the basics of the game's engine are impressive, overall the game just doesn't hold up. It tries to be something that is not possible to be due to the limitations of the hardware. If you're dying for a desirable flight sim., however, go for it.

Wow, a flight simulator for the GameBoy! It sounds great on paper, but doesn't quite measure up to expectations once you try it. This is mainly due to the limitations of the system rather than the inability of the cart to perform. Everything is there, but you really need your imagination to picture yourself in an aircraft.

It is hard to believe that someone has actually brought a flight simulator onto the GameBoy, but leave it to the wizards at Konami to do the impossible! While the graphics and sound are not great, this cart does have a great deal of challenge and action. It is good for the GameBoy, but that doesn't say much.

Top Gun on GameBoy? Really? Well, I suppose that it had to happen. Actually, it is a decent game (except of course, the graphics) with good action. The simulations are okay and they do deserve any awards but for on the GB it will do. Let's leave B&W for those that don't suffer from it, like Pong (I'm waiting for that too).

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GRAPHICS SO INTENSE

THEY GO  INCREDIBLE

 EFFECTS THAT ARE MORE

LIKE  THAN ,

AND ENOUGH ACTION TO
MAKE YOUR  CURL.

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WILL  YOUR @ * # !

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THESE GAMES ARE SO FULL OF ACTION,



When the alien referee design the puck, you'll have to maneuver fast to control the puck off the lempers.



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Be an architect and design your own stadium. Eight reprogramming options let you customize the game.

You're a gladiator about to face off in an intergalactic game of space hockey called Ballistik. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, scooshing it off walls and bumpers and trying to stem it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and puck splinters won't. Not to mention the acid pools, puddle magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because Ballistik comes flying at you with graphics that are out of this world, and sound that will hustle you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the nagging pull of gravity, to give you a fair shot. So suit up and get Ballistik. Because outer space has no room for spectators.

Ballistik



Collect items to help you defeat Level Bosses. With every level you complete, you'll be rewarded with a special power.



Wander through Darkwood Forest and try to subvert the spiders, werewolves, and strangling vines lurking here.



In the final stage, The Queen of Darkness appears. If you defeat her you will be rescued from the curse.

YOU MAY NOT BE ABLE TO CO



First person perspective lets you identify and destroy enemy targets from four different gateway positions.



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Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey: Iron sword, crossbows, rifles, and other life-saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the harrowing graphics and spine-tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go **NIGHT CREATURES** get yourself a nice, black velvet cape.

NIGHT CREATURES

You've just been put in command of a New Patrol Boat. But before you get your orders, you'll receive training as a snipe-shooting machine gunner, a deadly artillery expert, and a steady-eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll shove off to rescue POW's from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatical rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your weapon. Because the jungles of the world don't take excuses. And they don't like Americans looking at

GUNBOAT



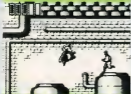
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NTAIN YOURSELF.

GameBoy - Sunsoft

BATMAN: Return of the Joker

Theme: Action Available: June
No. of Levels: 5 Megabits: 2



The popular NES title is now available on the GameBoy! You control the Dark Knight on a mission to rid Gotham City of the Joker's evil henchmen. You must fight through five stages in an attempt to reach the Joker before he can take over Gotham City! Use various weapons that you pick up along the way such as Batarangs and the Bat-roppe. The Joker must be stopped and Batman is just the guy to do it!

I loved the original Batman cart on GameBoy and while the sequel is not much of a stretch beyond that, it does lead down in the first entry. It is still an enjoyably intense piece of action gaming. Great graphics compliment the action as well as equally impressive sounds and musical score. A GameBoy winner!

Now this is what a spectacular GameBoy cart is like! It has considerable action, surprisingly good graphics, excellent game play, and a good story behind it. The good game music is added plus. The difficulty curve is just what you need and gets harder at a reasonable rate. Don't miss this super cart!

Now this is what a GameBoy game should be! This sequel to the first Batman game is not quite as intense, but every bit as good. The graphics are good for the GameBoy and Sunsoft has packed tons of action into this little cart. The music is excellent and the game play is solid. Can't wait for 16-Bit!

I really enjoyed the first Batman for Game Boy and the sequel is no slouch! The game has enough techniques and variety to keep it ahead of the standard Game Boy line. The graphics are good enough to knock it down a couple of notches, but if you don't mind Batman 2 will be a hot game for you.

Game Gear - U.S. Gold

OUTRUN EUROPA

Theme: Driving Available: Now
No. of Levels: 5 Megabits: 2



Get set for a road rally like you have never seen before! A gang of thieves is getting away but they won't get far! You have five different vehicles at your disposal ranging from a corvette to a speedboat! Race through five levels collecting points each time you pass through a checkpoint or use some of the built-in weaponry installed in some of the vehicles! For a different taste of racing, check out Outrun Europa!

This game did little in the way of creating an illusion of speed or racing thrills. The presentation of the winding roadways is well done, but the lack of real depth and interaction eliminates much of the intensity that would normally be present. It ends up being a well-made first-person shift-and-avoid adventure that left me cold.

Well, throw away your thoughts of an 8 bit Out Run game. While it has the name, it goes beyond the car racing by throwing in other motor vehicles, although it doesn't scale exceptionally well, the challenge is nevertheless there. It's probably the best racing game for the Game Gear and definitely worth looking into.

For a portable racing game, Outrun Europa has some amount of the real thing. The action in this cart is almost as good as the arcade version. The ride in this game is smooth as silk and loads of fun to boot. Game Gear owners and racing game fans will find a lot to love with this title.

I love a good racing game, and Outrun is one of my favorites. Outrun Europa for Game Gear is no exception. Even on the small screen the game has real driving action, just like the arcade. In fact, slamming into obstacles and cars can be fun! Take a real hard look at this one if like driving games.

Lynx - Atari

HYDRA

Theme: Driving Available: Now
No. of Levels: N/A Megabits: 1



Hydra, originally in the arcades, is now appearing on the Lynx! You must protect a valuable item for falling into criminal hands! Your only means of escape is your hydroplane that skims across the water at supersonic speeds! You must dodge enemy fire, pass through tunnels and collect fuel capsules. If you can make it to the base, you can visit a shop to power-up your hydroplane. A fast action title from Atari!

While this game only got minor raves in coin-op form, Atari has done a very good job of capturing the original combination of graphics and play action. Some of the glossy look is lost in the Lynx's pixelated presentation and chunky sounds, but overall the interaction is good and the challenge worthy.

Atari did an excellent job at keeping the flavor of the coin-op in their Lynx version. It has all the great graphics and colors and it even scales decently. I'm impressed and I had a lot of fun with this cart. I think it is one of their best and definitely shows that their designers and programmers are getting better.

The best parts of the newest game for Atari's handheld are the brilliant colors and well-detailed graphics. Other than that, Hydra is a standard race and chase game that does not offer so much in the way of innovation. It is kind of fun and the challenge is there, but it did not keep my interest for very long.

Hydra is the newest addition to the Lynx library and it shines brightly. The fast action scaling effects are marvelous on the Lynx screen, sometimes leaving you breathless! The music (as always) is vibrant and clear. Definitely another winner for Atari! Keep the great games coming!

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WILL BE A WILD TAUNTAUN AND SNOWSPEDDERS. USE THEM WISELY AND COURAGEOUSLY AND YOU WILL TRIUMPH ON THE ICE FIELDS OF HOTH. THEN, ESCAPE IN AN X-WING FIGHTER TO DAGOBAH, HOME OF THE JEDI MASTER YODA. ONLY HE CAN SHOW YOU THE WAYS OF THE FORCE. FINALLY, YOU WILL BE PREPARED FOR COMBAT WITH DARTH VADER IN THE CLOUD CITY. EXPECT THE MOST BRUTAL TEST OF YOUR SKILLS. TAKE THE CONTROLS. NOW.



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LEAD THE WAYS OF THE FORCE FROM YODA



LEAVE THE WAYS OF THE FORCE FROM YODA



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FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW.
The information below was supplied by each of the individual companies, and is current as of May 25, 1992.

NINTENDO

The Empire Strikes Back - Lucasfilm Games- Action
Race America - Absolute- Sports

Ferrari Grand Prix - Acclaim- Sports
Toxic Crusaders - Bandai- Action

Fire Hawk - Camerica- Shooter
Wacky Races - Atlus- Action

Mutant Virus - American Soft- Action
Yoshi - Nintendo- Puzzle

SUPER NES

Arcana - Hal - RPG
Rocketeer - IGS - Action

Contra 3: Alion Wars - Konami - Action
Super Adventure Island - Hudson Soft - Action

F-1 Race of Champions - Seta - Sports
Super Battletank - Absolute - Simulation

*Legend of Zelda-
-A Link to the Past* - Nintendo - RPG Adventure
Super Soccer Champ - Taito - Sports

Rival Turf - Jaleco - Action
*True Golf Classics:
Pebble Beach Golf Links* - T & E Soft - Sports



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Batman: Return of the Joker

Sunsoft - Action

Bodyguard

Wittenburg - Accessory

High Stakes

Electrobrain - Simulation

NBA All Star Challenge

Acclaim - Sports

Ninja Boy 2

Culture Brain - Action

Prophecy: Viking Child

Gametec - Action

Pyramids of Ra

Matchbox Toys - Puzzle

Square Deal

DTMC - Simulation

Turn and Burn

Absolute - Shooter

Yoshi!

Nintendo - Puzzle

GAME GEAR

George Foreman K O Boxing

Flying Edge - Sports

NEO GEO

Last Resort
SNK Home - Fighting

Mutation Nation
SNK Home - Fighting

MASTER SYSTEM

Nothing will be released this month.

GENESIS

David Robinson's

Supreme Court

Sega - Sports

Grand Slam Tennis

Renovation - Sports

Senna GP

Sega - Sports

Slime World

Renovation - Adventure

Star Odyssey

Sages Creation - RPG

Steel Empire

Flying Edge - Shooter

LYNX

Rampart
Alan - Action

Tok!
Atari - Action

TURBO

Battlistic
NEC - Sports

Night Creatures
NEC - Action



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—*Game Players Magazine*

"AWESTRUCK!"

—*Electronic Gaming Monthly*



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CIRCLE #127 ON READER SERVICE CARD.

GAMING GOSSIP

...New Street Fighter 2 Competition Joystick...Quad coming to S-NES...Camerica rubs the magic 8 bit lamp and gets Aladdin...Acclaim to do S-NES Super High Impact...Sega to do Cool World for Mega CD...Dolphin is coming

...Howdy game fans, it's me - Quartermann, here to tantalize you with my burgeoning basket of gaming gossip goodies! Lots to talk about this week my Quarterfriends, so don't turn that page!...We'll begin with the megarumor of the month! Word on the street has it that Nintendo and Capcom are rumored to be inking a deal that will bring Street Fighter 2, the 16-Meg monstrosity, into Super NES system boxes as the pack-in! The Q-Mann could dig up few details on how this rumored plan would actually work, but those in the know tell yours truly that giving Super Mario the heave-ho in favor of the World Warriors was a compromise between the Big 'N' and Capcom to maintain the cart's \$90 suggested retail price! More on this news item later...In related Street Fighter 2 news, Capcom has flip-flopped on the idea of offering a special controller specifically made for the game. While they originally had intended to provide the special controller as part of the game, the folks at Capcom scrapped the idea but will instead be bringing out a Street Fighter 2 controller separately!...

...Looks like the wiz-heads at Nintendo have struck again! The gaming goliath is now rumored to be shipping a new development system called the "Quad" which will enable developers to display graphics and generate sounds light years ahead of anything we've ever seen before. No word on when Super NES-Quad games will start hitting, but don't look for anything before next year...Look for Camerica to breath new life into your existing 8-Bit Nintendo console sometime later this year. Through a new breakthrough in 8 bit cartridge ingenuity, called the Aladdin Project, we will soon be blessed with a concept that will revolutionize the way games will be sold and purchased. Look for Aladdin to work his magic sometime in the second half of the year...

...Licensing update! Acclaim is now readying Super High Impact for the Super NES! The developers have managed to get the digitized displays into the home version and the Q-Mann has seen the statics on-screen! Kick!...Rumor has it that Acclaim is also the recipient of the Ren and Stimpy title, referring to the cartoon duo who appear weekly on Nick! The Quartermann has also heard rumors that the dirty duo will appear on the Sega 16-Bitter and Lynx handhelds! Happy, happy! Joy, joy!...Other game news includes word from Sega that the current 16-Bit leader has landed the rights to Star Trek: The Next Generation and Cool World, a tripped out Roger Rabbit featuring live actors within a wild animated universe. Both titles will be ported to the Genesis, Game Gear and Mega CD-ROM...Sega also has a super secret game called Dolphin ready for CES...and are you ready for Bonk on the NES and GameBoy?...Oh Boy!

...Speaking of the Mega CD-ROM, word from our main man in Japan, Terry Aki, indicates that several interesting titles will soon be on their way for this mega add-on! Chief among them is After Burner 3, a wild first-person shoot-out with graphics right out of the arcade! Look for some wild scaling out of this one! Also on the horizon is a new educational game that features full-motion video within a quiz setting! Whooooooppie!...Still more rumors surround the Mega CD itself! One of the latest has it that Sega will slash the price to astronomically low ranges if Nintendo follows through on their promise to deliver their CD-ROM drive under 200 bucks. Seems Sega is bound and determined not to lose out to the big 'N' on the issue of price alone. More to follow...When the Mega CD does hit, not only will it have Star Trek: The Next Generation, but also movie adaptations of Batman Returns and Home Alone! Will the machine be able to beat out Nintendo's unit? If Sega is able to show up at the CES with the 20 discs sources are claiming they'll have, then Nintendo will definitely have their work out out for them...

...That wraps it up for this installment of the Quartermann show, kiddies! Be sure to tune in next week for the first specs of the Super NES CD-ROM as well as a special sneak surprise - the kind that only Quartermann can deliver! 'Til next time, I remain...

- QUARTERMANN

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Any questions? 415/570-7065.

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The background is a dark, fiery scene with orange and red flames. In the foreground, there is a man's head with a beard and a headband, appearing to be part of a larger object or debris. The text is overlaid on this scene.

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BEHIND THE SCREENS AT JVC OF JAPAN

"THE MAKING OF THE WONDERMEGA"

On April 1, 1992 JVC's new 'supersystem' went on sale in Japan. This 'supersystem' is a Mega Drive (Genesis in U.S.) game system and a Mega CD-ROM combined as a single unit. It is called the Wondermega RG-M1 and it retails for 82,800Y or about \$620. For this amount you get the Wondermega, one controller, cables, power supply and a disc containing 4 games and 4 karaoke programs.

Rumors started circulating about the WM in February and Ed promptly set up an interview with the head people at JVC of Japan to learn more about the new system.

The WM dates back to July 1991 when JVC and Sega entered into a cooperative agreement to make a combo system. Since then both companies have combined their expertise to make the best possible CD-ROM unit. Sega had the game knowledge and JVC provided the CD-ROM drives and the latest in audiovisual technology. The WM was to be more than just a Mega Drive



Mr. Satoshi Unno, Deputy General Manager, Audiovisual Amusement Department, demonstrates the new features of the Wondermega.



JVC will have their Wondermega on sale in Japan on April 1, 1992. Retail price with one software/karaoke disc - about \$ 625.

and CD-ROM packed in a shell. That's where JVC came in as they have years of audio experience. What they did is to take the latest in digital audio enhancements and build these chips into the WM (they couldn't modify the basic Mega Drive sound channels for fear of incompatibility with old carts). The end result - CD sound that is unequalled anywhere in the game industry.

Technically what they did is to provide pure digital sound (1 bit DAC) equivalent to the best stand-alone home CD player. For the games they have created a DAP (Digital Audio Processor) which expands the dynamic range (makes loud notes louder and soft notes softer) of the

normally compressed game music. Besides this they added another circuit which produces killer bass notes and awesome gunfire sounds.

Besides the audio, JVC went in and perked up the video. There now is a Super-VHS output jack which, when mated to the similar connector on the new TV monitors produce video details almost equal to RGB!

Also built in is a new karaoke section (big in Japan). There are two microphone jacks, with a mixer, and other audio enhancements (digital echo, adjustable pitch control and vocal masking - take out voice on your CD's).

Finally there is a MIDI (Musical Instrument Digital Interface) playback interface.

Specs aside...how does it sound? Wow! They demonstrated the music from Sol-Face and it sounded OK. Then they kicked in the enhancement circuitry and the music wailed! The gunshots rattled the table and the bass really rocked! The S-VHS video on a 60" TV was perfect, without ghosts or color fringing!



EGM's Assistant Editor - Martin Alessi gets the first U.S. hands on test of JVC's new Mega-CD/Mega Drive combo - the Wondermega.

(Continued on page 44)

Fantasy and Creatures of Lore

GEMFIRE

From the
Imagination
Series

Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. The King of Ishmeria insid the gems in a crown he called Gemfire. Discovering that the crown held special powers to help his people, he worked great deeds to restore their towns and fields. But the day came when the crown passed



to an evil King. He used the powers of the crown against his people until Princess Robyn released the gems.

Now, the spell of Gemfire is broken, and you are in search of its magical stones!

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CIRCLE #166 ON READER SERVICE CARD

On the software end, JVC will pack in a disc which has 4 games and 4 karaoke programs. The games include: Flicky, Pyramid Magic, Paddle Fighter and Quiz Scramble. Flicky we all know from the Sega Genesis cart and the next two are low meg Sega games taken off their modem network. The last game - Quiz Scramble is easily the best, as it is a good example of edutainment software enhanced with moving video! In this game you watch a few seconds (reduced color palette full motion video) of an animal in its natural environment. The screen then switches to a few multiple choice questions about the animal. Get 4 right and you move on to another animal. This is what we will be seeing more of in the future! In fact officials at Sega of America have stated that they are seriously considering translating the text and bringing this CD out over here!

Beyond this disc, JVC is planning to bring out in June another disc featuring Wonder Dog - the official mascot of the Wondermega. This disc will have a quest somewhat similar to the one in Sonic the Hedgehog.

In addition to JVC bringing out their version of the Wondermega, Sega of Japan will also bring out the same unit (cosmetic color changes only) with their name on it. Their system comes out on April 24, 1992 and it will sell for 79,800¥ or about \$600. The difference - Sega's system will not have the software included. The reason for two identical systems - Sega's will go to the toy and game stores, and JVC's will go to audiovisual stores.

Bottom line. While we were extremely impressed with the dramatic improvement in the audio quality of the Wondermega, the price does



Wonder Dog is the mascot that JVC will be using to promote the Wondermega.

seem somewhat high. Granted, the actual street price (in Japan) will probably drop by about 30% a few months after the system is out, we believe that this combo system will best be appreciated in Japan and Europe where karaoke is very popular. When and if the unit comes to the states (officials at JVC state that they might consider a U.S. release near the end of the year, but nothing is definite yet), game players might flinch at the lofty price. Not only is karaoke not real popular, but most game systems aren't hooked up to elaborate TV and stereo set-ups where the improved audio and video would be readily noticed.

Still, the Wondermega is a good indication of where technology can take video games. JVC is one of the best audiovisual manufacturers in the world and if anything, since the CD drives inside the Mega CD are JVC products, you can bet that these units will be dependable for a long time. More next month!

QUIZ SCRAMBLE



Quiz Scramble is a great educational tool for the kids. After watching a short video, players answer questions about the subject.



Wonder Dog, the second software product offered by JVC, will be coming out in June.

THE FIRST GAMES OF WONDERMEGA...



Packed with the Wondermegs is a disc containing four games (Flicky, Paddle Fighter, Pyramid Magic and Quiz Scramble) and 4 karaoke programs with CD graphics (CD+G)

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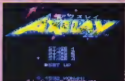
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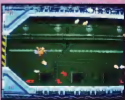
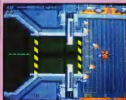
Konami / Super Famicom / S-NES AXELAY

If it comes from Konami, you know it is going to be good and Axelay is no exception. Probably the best shooter ever made and, best of all, it will probably make it over to the U.S. later this year as officials at Konami U.S.A. state that they are seriously considering doing this game!

Forget about screen flicker and, forget about slow down, it didn't take Konami long to work those bugs out of their games. We were able to log a couple of hours on this super cart and even Martin was impressed with the special effects that Konami was able to do with Mode 7! More on the U.S. version very soon!



Choose from 15 different weapons with three possible configurations!



Note: The game screen is proprietary to the cart, it will render differently.

DRAGONS & WIZARDS... OH MY!



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CIRCLE #118 ON READER SERVICE CARD.

Hudson Soft / Famicom / NES ADVENTURE ISLAND 3

The third installment of the popular Adventure Island series is coming to the NES. Master Higgins is back in a whole new adventure as he got himself stuck on a new chain of islands with no way to get off. While many items like the skateboard, hammer and fruit power-ups will look similar to those in previous versions, there will be new enemies and plenty of challenging levels for Higgins to explore. They all will be set in a whole new series of individual island adventures. The game is still early in its development but the basic game concept looks good and the levels that were programmed were quite challenging. Although Hudson Soft won't break any new ground here, this version looks like a solid addition to the series. Expect to see this cart in the U.S. this Fall.



You can check your inventory of items while looking at this screen!

To help you plot your course throughout your adventure in Adventure Island 3, you can look at the map screen! You will be able to get an idea of just how large some simple islands can be! Along your route you can also pick up items. They will be listed in the subscreen shown to the left! You can pick from any of these items or simply return to the game!



As before, you must collect fruits to maintain your strength!



Find the hatchet to help you defeat your foes!



Hop on your skateboard to make up lost time!



This wave will carry you across the wide lake!



Take out the skeleton to receive plenty o' points!



Sometimes you may need to crawl to avoid certain enemies!

XARDION

8 MB Memory
Battery Backup

*"Great graphics and sound effects,
the game will definitely appeal to
all types of gamers."*

**- ELECTRONIC
GAMING MONTHLY**

*"The variety of stages,
backgrounds and enemies
was impressive as was
the game music."*

**- NINTENDO
POWER**

*"Sizzling gameplay -
Xardion brought back
fond memories of
Metroid!"*

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MAGAZINE**



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Experience multi-directional scrolling
in realistic 16-bit graphics!



Intense level of play; it's doubtful
you'll finish Xardion in the near future!

CIRCLE #160 ON READER SERVICE CARD

SMIK
Corporation of America

SUPER NINTENDO
GAME CARTRIDGE

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XARDION: Invading a store near you in April '92!

Konami / Super Famicom PARODIUS

Konami is once again loading its guns with another title for the Super Famicom and it promises to be one insane journey of color, music and special effects! Parodius has already been converted to the original Famicom, the PC Engine and the Game-Boy. Now, with the power of the SF, a whole new realm is about to be explored!

Based on the Gradius series, Parodius takes the original idea and forms it into a ludicrous and extremely silly atmosphere! Now, instead of fighting intergalactic warships, you must go against swarms of penguins, blast through a jelly bean mountain, blow away some cosmic clowns, or even dash under the feet of a hip-swinging Las Vegas show girl! In addition, many classical tunes have been sampled from actual instruments!

Will it come to the U.S.? Konami doesn't know yet but we bet it will as every Super Famicom game they have made also appeared, sooner or later, on the American Super NES. They won't do wrong by choosing this great shooter!



Each character has its own specific power-ups!



A list of different weaponry and four different ships (if you could call them that) is provided!



The title screen for Parodius.

STAGE 1



BOSS 1



STAGE 2



BOSS 2



Here are two of the perplexing levels. Total insanity is the name of this game, and nothing relates to anything!



One look and you can see this is going to be a fun game!



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SEGA GENESIS
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CIRCLE #195 ON READER SERVICE CARD.

Capcom / Famicom / NES GARGOYLE'S QUEST

Capcom has been making progress on the new NES version of their GameBoy cart. The most recent version that we played looked good with some of the action/battle scenes in a side view perspective and the quest portion in a top-down view. Watch for this version later this year as it is coming to our NES.



A Wave / Super Famicom ASTRAL BOUT

As the Super Famicom grows in popularity more companies will start to make games for it. Boxing is a sport that hasn't been overdone on this system yet and Astral Bout is a fair representation of the sport. Nothing special here just the standard punch til you drop type of game.



Hudson / PC Engine Super CD-ROM MACROSS

Wow! If Hudson can do anything to perfection it is designing killer shooting games. Check out the pic and you can see what is in store for us later this year. Intense, nonstop action, with tons of deadly weapons and power-ups. The version we got from Hudson was nearly done and even Martin was impressed!



ASCII / Super Famicom SPINDIZZY WORLDS

ASCII is taking an Activision game and transferring it to the Super Famicom. Somewhat like Marble Madness, you must maneuver your top through a maze avoiding the obstacles and staying on the course. It's hard to control your top but, the game isn't done yet. Look for Activision to do it for the S-NES!



**Technosoft / Mega Drive
THUNDER FORCE IV**

One of the most successful series of shooters for the Genesis is the Thunder Force series. The last game TF3 set new standards in sidescrolling action games. Now, the fourth in the series is on its way, and it looks even hotter! While it is presently very incomplete, what we saw impressed us!



**Lucasfilm Games / TurboGrafx Super CD-ROM
LOOM**

The masters at Lucasfilm have taken the popular computer game and converted it for the new TurboGrafx Super CD-ROM. They gave us a special showing of this super disc and it is good! Everything from the computer game is in here and the audio is spectacular! Look for this game later this year.



**POSSESS
OR BE
POSSESSED**



CSK/Sega/Mega CD-ROM and Cart

AFTER BURNER III

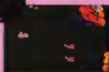
It's coming...both on CD, and on cart. This is a top secret project and little is known to date but expect some great full motion video on the CD version! We were able to sneak a few pix to get the excitement up! More soon!



Atlus / Super Famicom BLAZEON

Talk about fast! Blazeon has just made it to the arcades and Atlus is already quite a ways into converting it to the Super Famicom! What was viewable looked very good with exciting Mode 7 backgrounds

and very intense shooting sequences. You get to change into different characters depending on the circumstance and the weapons and power-ups are new and innovative. Looks like a winner!



SEGA
GENESIS
GAME SOFTWARE

Devilish

Breaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damned. Your only hope

is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, gallop through gates of ghouls, and dance with demons, while traveling

through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but

**"GREAT TWO PLAYER
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Taito / Super Famicom CAMELTRY

Remember the rotating bonus round in Sonic the Hedgehog? Well, anything that Sega can do Nintendo can do also. Taito has built a whole game around this concept and it is fun! You're a sphere and you rotate the screen to allow you to progress through the maze. Run into bonuses and avoid the pitfalls!



American Sammy / Super Famicom ULTIMATE FOOTBALL

Watch out Electronic Arts as Sammy has a new football game that is nothing short of spectacular. Lots of plays to choose from, large controllable characters all set in a well designed pseudo 3-D perspective. This is a well designed game and worth checking out later this year!



FOR SEGA GENESIS

each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different finish. So... Possess Devilish for your Sega, before it possesses you!

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American Sammy / Super Famicom **BATTLEBLAZE**

For some excellent gladiatorial combat, look no further than Battleblaze for the Super Famicom! You must go one-on-one with some of the best opponents in the land. There is plenty of technique required to play, but this is definitely a hot title for any fighting fan! Battleblaze is on its way!



Irem / Super Famicom **DINOSAURS**

In this new side-scrolling adventure, you play a little boy who needs to help the dinosaurs! You can ride upon any dinosaur's back and use whatever method of attack the dinosaur would utilize! You can also collect power-ups to strengthen your dinosaur and yourself! The game is coming soon from Irem!



WAS / Mega Drive **TWINKLE TALE**

Take to a journey like never before! Twinkle Tale is a new type of shooter by the folks at WAS. Set in an overhead perspective, you control a wizard out to destroy an evil entity taking over the lands! Throughout your quest, you can col-



At the end of stage one, you must take out the dreaded three headed Boss! Destroy the two outer heads, then wait on the center head to be victorious!

lect power-ups that can be increased three times each! You can even collect "super bombs" that annihilate everything on the screen! Twinkle Tale is currently in the works in Japan. It is an exciting shooter coming soon!



Here you can test one of your "super bombs," such as the Fire Dragon! A large stream of fire spews out to obliterate everything!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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The Bacterian Beast Squadron is fast approaching. If you don't have your act together, you're fried.

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Chuck Rock (GEN) **Centre Spies (SP/SNES)** **Supreme Court (GEN)** **Double Dragon (GEN)** **Double Dragon (SP)** **Dragon Quest: II (SP/32M)**

Here (M) **Heli Fight Guy (SP)** **Football Frenzy (M)** **Future Boy Conan (CD)** **Last Bout (SP)** **Last Resort (M)**

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Rocketeer (SP/SNES) **Rushing Beat (SP)** **Shubbinen 3 (PC-CD)** **Soccer Brawl (M)** **Soul Blaster (SNES)** **Soul Master (SMS)**

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SUPER SMASH T.V.

(Acclaim/Super NES)

Life and Continue increase - Go to the player/skill selection screen and push the control pad down to the level of skill. Now,



Go to the player option screen and do the trick.

press and hold the L button. While holding the L button, press and hold the R button. With these held down, press UP on the con-



You will see a screen that will allow you to set your credits.

trol pad. You will hear "Bingo" and a screen should appear that will let you increase your lives and credits to continue!



Now go in there and show them what you are made of!

THE LEGEND OF THE MYSTICAL NINJA

(Konami/Super NES)

Continue Codes - Here are all of the codes to continue on The Legend of the Mystical Ninja. These will get you to the beginning of any zone in which you wish to start.

Shawn Forsythe
Honolulu, HI



Choose to continue and enter these zone codes!

	Kid_Ying	Dr_Yang	Two-Player
Zone 1	ΔL&lpi	VyNKKK	12-j:2
Zone 2	h8HTYX	1t">D<	:jz20';
Zone 3	+ZH676	vYH%9%	zV102I/
Zone 4	zdh1Δ1	66VI?!	n vxBGby
Zone 5	<q!tN1	K4dJgJ	&SL= v @ 5
Zone 6	W:qLXL	dzg+P+	QPwmk5R
Zone 7	PJ?VtV	LΔMqQ	!Kqyp-^
Zone 8	Z+<HWH	j/>?5?	Δ?IkM9J
Zone 9	q-ch @!@	DNb5%%\$!#Δ97Rv

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CIRCLE #150 ON THE READER SERVICE CARD.



LICENSED BY NINTENDO
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Nintendo

ENTERTAINMENT
SYSTEM

JOE & MAC

(Data East/Super NES)

Hidden Levels - In Level 8 of Joe & Mac, there is a red egg in the middle of the level. Kill all of the small dinosaurs before you crack the egg and

you will be flown to a hidden bonus level in which you can power-up your weapon and collect a key to get you in the blue dots on the map. Also, in

Level 9, there will be a red egg in the beginning of the level. Crack it and you will be taken to another hidden level.



When the egg is broken, a pterodactyl will pick you up.



It will carry you to hidden areas in the 8th and 9th levels.



Take the key from these bonus levels to get into the blue dots.

SNOW BROS. JR.

(Capcom/GameBoy)

Invincibility Code - To become invincible in this "cool" game for GameBoy, do this code. When the title screen appears, press and hold LEFT, DOWN, A and B at the same time, then press START. No enemies will be able to hurt you when you do this code!

Jason Twentyman
Sherman Oaks, CA



SNOW BROS. JR.

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Your enemies are helpless
against you!



SIM CITY

(Nintendo/Super NES)

More Maps - Select "Start New City" on the menu screen, then choose any map number between 1 and 999. "Ok" the map you want. Go into the map and choose the "Go To Menu" icon at the top of the screen. Do NOT save this. Choose "Start New City" again on the menu screen. Wait, and the same map that you chose earlier will turn out

to be a different map with the same number! This works all the way from map 1 to 999, giving you a total of 1998 instead of the regular 999.

Peter Tiefenbacher
Ontario, CAN





Nintendo
ENTERTAINMENT
SYSTEM

GHOUL SCHOOL

ELECTRO BRAIN

SUPER SMASH T.V.

(Acclaim/Super NES)

Super Sound Test - This is a method to get to the sound test of this intense game. First, go to the player/skill select



Make your way past the title screen.

screen and then press the two top buttons on the controller in this order: L, R, L, L, R. You will hear the voice say,



Go into the option screen and do the trick.

"Bingo" and then you will be brought to a theme music and sound select screen!

Barry Constantina
Damascus, MO



Now, you will be able to hear all of the sound from the game!

HOLE IN ONE GOLF

(Hal/Super NES)

Metal Woods - Start the game and go to the screen where you enter your name. Put in METAL PLAY as your name (leave a space in between the words) and exit the screen by going to "OK." Confirm your choice by clicking "OK" again. You should see metal clubs in the lower left hand corner of your screen and you can now use these to hit the ball a greater distance!



ROLLING THUNDER 2

(Namco/Genesis)

Passwords - Here are level codes for rounds seven through 11. The codes in

parenthesis are for a much higher level of difficulty. Turn to EGM for the best in tricks!



LEVELS

7. A PRIVATE ISOTOPE DESIRED THE TARGET
(A LOGICAL THUNDER SMASHED THE POWDER)
8. A NATURAL RAINBOW ELECTED THE FUTURE
(A ROLLING MACHINE DESIRED THE FUTURE)
9. A MAGICAL MACHINE MUFFLED THE KILLER
(A SLENDER NUCLEUS BLASTED THE TARGET)
10. A DIGITAL NUCLEUS PUNCHED THE DEVICE
(A CURIOUS ISOTOPE CREATED THE KILLER)
11. A PRIVATE THUNDER CREATED THE POWDER
(A NATURAL PROGRAM DESIRED THE NEURON)

BUCKY O'HARE

(Konami/Nintendo)

Level Passwords - Here are some great level passwords for that cool cartoon character, Bucky O'hare. Choose the password option and enter these codes to get you further in the game.

Mitchell R. Beebe
Regina SASK, CAN

GREEN WORLD BEAT - 5NJZJ
BLUE WORLD BEAT - 6PJ13
RED WORLD BEAT - MRV23
YELLOW WORLD BEAT - MIL14
SALVAGE CHUTE - MRWVL
MAGNA TANKER - MIL2X
ESCAPE - MRMVX



Choose the password option
on the title screen.

VALIS

(Renovation/Genesis)

Music Test - Now you can hear all of the cool tunes in the action game, Valis. At the title screen, press and hold A, B, C and press START. After you do this, you will see a music selection screen. Just press A, B or C to change the tune!



Choose any of the music in
the game with this code!

What has four legs and flies?

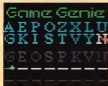
BATMAN: RETURN OF THE JOKER

(Sunsoft/Nintendo)

Awesome Genie Codes- If you have a Game Genie unit, you will have a lot of fun with these codes! You can pick three sep-

arate codes and combine them to make one awesome password! Enter the codes as follows:

GVXILGZA - Start with 100 lives.
SZXSZSVK - Infinite lives.
GEOSPKVN - Start with 7 back-pack energy capsules.



Enter the code you want to use.



You have it made with infinite lives here!



Power-up with energy capsules!

SNOW BROTHERS

(Capcom/Nintendo)

Game Genie Codes - These are codes that work only if you have a Game Genie unit. For a variety ranging from increased lives to infinite super abilities, enter these codes:

SXNEUYVI - Infinite chances
PAXXPLZE - 10 chances
AAXXPLZA - 1 chance

NOTE: This next set of codes cannot be combined. Use the code in red for all three super power-ups.

PAEEYAAA - Speed skates
ZAEYAAAA - Power shots
GAEYAAAA - Super throw
YAEYAAE - All power-ups



CAPTAIN PLANET AND THE PLANETEERS

(Mindscape/Nintendo)

Game Genie Codes - Enter these codes for many different changes in the game.



SXNLYVVK - Infinite lives, outside levels
SZSUGVVK - Infinite lives, inside levels
SZNXGXVK + SZVXPVKV - Infinite power, outside levels
SXXXEUVK + SZEUGKVK - Infinite power, inside levels
AANVAEGZ - Start inside level one instead of outside

TEENAGE MUTANT NINJA TURTLES 3

(Konami/Nintendo)

Game Genie Code - Now you can master the newest in the turtles series with this code! To gain a life every time you kill an enemy, put in:

AAAEAU

Abe Kitchen
Maineville, OH



FACEBALL 2000

(Bullet-Proof Software/GameBoy)

Level/ Maps - Here are more helpful maps to get you through the difficult levels of Faceball 2000. The letter "S" on the map is your starting point. To further help you along, press the SELECT button to bring up the map in your game, so you can track your progress.



Level 32 "CHOICES"



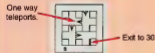
Level 39 "MEET BOUNCER"



Level 40 "TEST #4: VILLAGE"



Level 44 "VILLAGE GUARDS"



Level 45 "NO RETREAT"



Level 49 "COFFEE SHOP"



Rush.
For your
Game Boy,
of course.

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CIRCLE #139 ON READER SERVICE CARD

CAPCOM
USA

JOE & MAC

(Data East/Super NES)

Get Back In Dinosaur - When you are inside the dinosaur in the last stage, there is a way you can continue right back inside him if you die. When you are asked to continue,



If you die in the dinosaur, you can continue back in here.

select "Yes" and you will be shown on the map in the last white "continue" spot. Go to the last stage and when you are in it, press START to pause the game, and then SELECT.



Select "Yes" when asked to continue.

You will automatically be transported inside the dinosaur without having to go through the stage and fight him all over again!



Now go back to the last stage. When you are in it, do the trick.

SNOW BROS. JR.

(Capcom/GameBoy)

Map Select - Now, in the game Snow Bros. Jr. for GameBoy, there is a way to get a map select screen in which you may choose your starting level. At the title screen, hold UP, SELECT, B and press START.

Jason Twentyman
Sherman Oaks, CA

SNOW BROS. JR.
MAP SELECT
STAGE NO
00
START TO GAME

You will now be able to choose your level!

PARASOL STARS

(Working Designs/TurboGrafx-16)

Sound Test - Here is a great sound test code for Parasol Stars. At the title screen, press and hold buttons 1, 2, DOWN and RUN at the same

time. You will find yourself in a sound test with a keyboard and equalizer that displays lights as it plays the music.

Barry Marshall
Chicago, IL



Wait for the title screen to appear and then do the trick.



You will see a sound test screen in which you will be able to choose your tune.

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Light Boy is Bound to Attract Attention



The campfire has died and the marshmallows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

Replaceable Lights

1.5x Magnification



Batteries Included

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder Light Boy is bound to attract attention.

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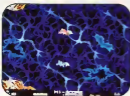
LEADING EDGE

AAA

AMERICAN AMUSEMENT MACHINE ASSOCIATION

Atlix **BLAZEON**

Robotech fans will be happy to see the appearance of Blazeon from Atlix at arcades! In this horizontal shooter, you suit up in a massive metal machine and take the battle to your enemies! Of course, your robot is highly mobile with the ability to fly and take the fight into the face of the enemy!

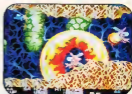


Excellent graphics and bizarre backgrounds are what you get with Blazeon from Atlix!

Your enemies in Blazeon will be suited up in giant robots that are often larger than your own! Many of them will have great speed and firepower, so be ready to fight like you have never fought before! If you want a better chance against these evil mechanical beings, bring a friend along and play the two player simultaneous model!

Along the way, you can pick up some useful power-ups that will make your task of destroying the evil foes much easier. One of the most useful items is a shield that will protect you from all types of harm. Use your power-ups to their fullest potential to give you the best chance at surviving to the final round.

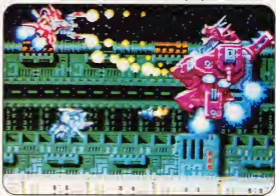
Get ready for the ultimate battle! Look for Atlix' Blazeon at an arcade near you!



Special weapons and shields like this one will help you make it all of the way through!



You will be facing some of the largest enemies you have ever seen on an arcade screen! Be prepared to hit them with everything you possess!



The action in Blazeon becomes furious when you square off against giant foes like this one! Watch out for its many different styles of attack. If you take on the game with a friend, you will have a much easier time defeating opponents like this evil robot!



Join Yuko on a Valis adventure against Dream World's newest arch enemy— Emperor Megas!

Yuko also looks like an ordinary grammar school student, but she is actually the Valis Warrior. "I defeated King Rogles of the Dark World with the Valis sword which was given to me by Queen Vaha, but my friend Reiko died in the process." Yuko went home by train after that terrible fight. She didn't have the slightest idea that she would be summoned to fight again.

"Yuko..." said a familiar voice. "Reiko," said Yuko, "is that you!" But I thought you..." Reiko quickly responded, "Go and see Queen Vaha, Yuko. Emperor Megas has threatened Dream World and our friend Vecann." When Yuko was told of Vecann's great danger, a burning desire moved Yuko to action. She has risen to crush

Megas' ambition!



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Seibu Kaihatsu

SEIBU CUP SOCCER

All of the exciting action of competitive soccer comes to the arcade with this latest sports title from Seibu. Seibu Cup Soccer provides all of the fun of the real soccer experience without having to worry about



Pick your favorite team and head to the field with Seibu Cup Soccer.

getting dirty!

Use real soccer strategy to set up your players for a goal. You will need to master the aspects of ball control and handling to be able to pass effectively and take the best shots from anywhere on the field. Just like the real game, learning how to move the ball up and down the field is not as easy as it looks!

For a true soccer experience, you can have up to four players competing at the same time! Two players can participate on each team for a wild soccer contest! With three players, play two against one. Two players can play on the same team or fight it out in a grudge match!



Awesome graphics and animation really bring this sports game to life in the arcade!



Up to four players can join in the fun! Play two-on-two for the ultimate in soccer competition!

Write shooting the ball is an essential skill to learn, one of the most important things you will have to learn to be successful at is how to pass to a teammate **without getting intercepted**. As with real soccer, the team that can keep the ball moving and confuse opponents is the team that will emerge victorious! If you can control the ball, you can control the speed of the game. If you can control the speed of the game, victo-



Are you ready for the newest sports challenge?

ry is definitely yours!

Keep an eye out for Seibu Cup Soccer at arcades everywhere. The ultimate in arcade sports challenge awaits you!

Irem

UNDERCOVER COPS

Have you ever wondered what it would be like to be an undercover cop on a dangerous assignment? Well, wonder no more! Irem's latest game, Undercover Cops, gives you the thrill of thrashing evildoers in a futuristic world! It will not be easy to keep the peace, but it is your job,



Incredible graphics and animation complement the wild fighting action of Irem's latest arcade game, Undercover Cops!

and someone has to do it! The wild fighting action in this game is enhanced by the cool graphics and smooth animation.

You have the choice between three different cops, each one with his own special abilities at fighting crime. Two players can take the fight to the streets at the same time. As with most games of this type, the action is easier with a friend along.

You do not have much time to complete the various levels you encounter, so you need to learn to work fast. Try knocking your opponents into each other to get rid of them more quickly. With practice, you can move through a level and your enemies at lightning speed!

Watch out for your foes, though! They are like nothing you have ever seen before! Many have moves designed to knock you on your back, and some are just more difficult to counter than others.

If you have always wanted to get a taste of police work, keep looking for Irem's Undercover Cops! The police force has never looked like this before!



These Undercover Cops fight enemies like you have never seen on city streets!



Don't Laugh-He's Probably Related to You!

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CAN YOU GIVE THIS GUY A NAME?

If so, then you are eligible to win great prizes from Turbo Technologies! Turbo Technologies is working on a new TurboGrafx-16 game starring a future relative of Bonk! However, they want you, the readers of EGM, to come up with the best possible name for their new character!



1

1ST PRIZE

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5

2ND PRIZES

You could win one of five TurboGrafx-16's



20

3RD PRIZES

You could win a copy of Bonk's Revenge!



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- 2) Write it down, along with your name, address, age and phone number and send it to...
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UNKNOWN. STAR ODYSSEY, BY
SAGE'S CREATION FOR THE SEGA

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SCI-FI. YOUR STAR ODYSSEY IS ABOUT
TO BEGIN! ATTAIN THE FANTASY,
START YOUR ADVENTURE TODAY!

**SAGE'S
CREATION**

CIRCLE #112 ON READER SERVICE CARD.



NEXT WAVE

NEW SOFT NEWS

Lots of great news to report on this month! The EGM spies have all been on the loose and this month they all came in with pay-dirt.

The biggest (and most secret also!) news is the fact that there is a completed Super Nintendo version of Double Dragon ready to spring on the industry at the Consumer Electronics Show in June. Our roving reporters ran into this one and snapped tons of photos of this super soft! The title of this game is Return of Double Dragon. Who's doing it? Acclaim?(since they did the last two)...No! Tradewest has secretly been working with Techno of Japan and it they will do the U.S. version!

Other surprises include a new version of Bonk where his great, great, great...etc grandson is now punk Bonk. As Quartermann predicted last year the next Bonk will be (and is) a shooter! See page 120 for an EGM Exclusive!

Speaking of Bonk, he will be coming to the GameBoy and NES later this year!

Master Higgins is coming back to the NES in Adventure Island 3! Those exclusive pix are on page 50.

Technosoft has Thunder Force 4 for the Genesis. Pix on page 55.

Sega/CSK is doing a cart and CD-ROM version of After Burner 3! The story is on page 56.

Speaking of Sega expect to see a Streets of Rage 2 out around Christmas. Pix next issue!

Sega will be showing at CES, the most revolutionary soft ever made. Is it Sonic 2 (NO), Batman 2 (NO). It is Dolphin. More next month.

The Neo-Geo hit - King of the Monsters is on its way to the Mega Drive!

EGM EXCLUSIVE!

RETURN OF DOUBLE DRAGON Tradewest / Super NES

You heard it right, classic street

fighting champs! Billy and Jimmy Lee are about to step into a whole new realm created in the world of the Super NES! Being created

blockbuster by the same name,

the Lee brothers must take on a whole new challenge against the gang containing old faces like Rowper and the Abobos! New effects and great graphics

by the original makers of the

highlight this fighting masterpiece!



NEW AND IMPROVED MOVES!



All the moves from the original coin-op are here in greater detail!



Since the beginning of the Super NES releases, people have been demanding an excellent two player cooperative

action game with enough power and performance to keep the game exciting and not get bogged down with tons of slow down. Well, get ready for this totally intense cart. Not only does it have a two player simultaneous mode, but it also has a versus mode reminiscent of the first NES version!

SUPER SLAM DUNK™ IS A SMASH HIT!

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GAMES



RETURN OF DOOHIE DRAGON

Tradewest / Super NES

100% EXCLUSIVE!

MAJOR BRAWL IN THE CITY STREETS!



What is a street fighting game without a little action in the streets?! Here, you will encounter all of the familiar faces that have plagued you in the past, but it is improved with even more moves and deadlier attacks thanks to the power of the Super NES! Veterans of the NES version will have no trouble adapting, but newcomers should stay on guard!

A wise man once said, "Know thy enemies!" In this case, you will know them and wish you never saw them! Here is where they are vigorously trained in martial art combat and have a nasty habit of doing flying leap attacks! Your best moves are jump kicks for knocking the opponents out of the air, or grabbing them when up close and knee slamming them!

THE ORIENTAL TRAINING CAMP!



GAMBLE FOR LIVES IN THE CASINO!



These are definitely not what Donald Trump had in mind! Here, you will find the scums of the world blowing their bucks for just a crack at winning! Therefore, they are **not** in the mood for losing - even a fight! Thus, watch out for some dirty, cheap shots aimed at your back and watch for some even more powerful goons!

There are plenty of levels throughout this game that will test your every ability as a martial arts expert! In some cases, you will start brawling in the factories where many different technical terrors reside, or even duelling on the runway of a huge airport! As you progress, more enemies will start to appear with even greater power! Good luck!

AND EVEN MORE LEVELS!



SUPER SUCCER CHAMP™

- A Variety of Countries to Choose From
- Yellow and Red Cards for Foul Play
- Your Goal is to Score the Cup
- 1 or 2 Player Game

HOT SHOT SHOOTER!

World class soccer is coming your way. Choose among a variety of countries in your quest for the prestigious cup. Different teams and different players each have unique abilities. Sometimes you will have to choose between your heart and your head when choosing which team you will guide to glory and fame.

The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide

tackles, yellow cards and red cards are all part of the game. Watch out for your players becoming fatigued too. Sometimes fresh legs are better than your superstar.

If your passing game comes along you might be able to hit a bicycle kick or break a window There's nothin' like playin' ball in the house. So, let the games begin.

SUPER NINTENDO



TAITO
THE ONLY GAME IN TOWN

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CIRCLE #161 ON READER SERVICE CARD.

AMERICAN GLADIATORS

Gametek / Super NES

Team up with American Gladiators for some action packed fun at home! Gametek introduces The American Gladiators for the Super NES!

Featuring digitized pictures of the crew and events, the game graphics will dazzle you! Taito part in all the events featured on the show, including the Joust and The Eliminator! You can also choose from any of the Gladiators!

The American Gladiators will arrive by Summer!



In the event Assault, you have all the options that the real Gladiators utilize! You can shoot at anything, or you can even make a break toward the goal!



SUPER SOCCER CHAMP

Taito / Super NES

Attention all Soccer Fans - Taito is producing Super Soccer Champ and it looks hot! Not only can you pick from eight teams, but there is an announcer that calls the plays as they happen! Two players can join in on this hot title! Look for Super Soccer Champ in a future issue of EGM!



Choose from a selection of eight world teams to compete against!



After scoring a goal, your players parade around while the crowd cheers them on!



Have your teammate set up the shot while the opponent's goalie attempts to block your kick!



**Here's one way to
take Sonic The Hedgehog™
wherever you go.**



WORDTRIS

Spectrum Holobyte / Super NES

Based upon the ever popular Tetris, Wordtris is a game of words! Letters fall from the top of the screen and you must form the letters into words going across, diagonal or up! A challenge to any puzzle game fan! This is coming soon from Spectrum Holobyte!



WORLD TROPHY SOCCER

Virgin Games / Genesis

You say the Genesis is lacking in great soccer games? Well, World Trophy Soccer takes all of the best that soccer has to offer and wraps it up into a great cart! Choose from many national teams and compete to win the ultimate in soccer achievements - a World Cup victory!



MUHAMMAD ALI KNOCKOUT BOXING

Virgin Games / Genesis

Virgin Games is developing Muhammad Ali Knockout Boxing for the Genesis! It features a whole slew of fighters to take on the best opponents! You can even train your boxer to bring up his stamina, power and speed! Look for more of this fantastic title in a later issue of EGM!



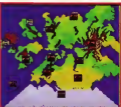
DRAGON STRIKE

FCI / NES

Dragon Strike is the latest action game from FCI for the NES! You play the part of a dragon that has special abilities like freezing your enemies, or blasting them with your weapons! There is a lot of action in this new NES cart from FCI, so look for it this summer!



Choose from three super-tough dragons to fight your battles!



Game Gear's™ the other.



Colony™
(included with
system)



Castle of Illusion™
starring
Mickey Mouse™



Joe Montana
Football™



Clash Hits™



Chromaster™



Super Monaco GP™



Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

GAME GEAR™
SEGA

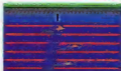
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CIRCLE #224 ON READER SERVICE CARD

BARCELONA '92

U.S. Gold / Game Gear

Take on the Summer Olympics with your Game Gear! Barcelona '92 lets you take part in all of the action of pole vaulting, archery, swimming and more! Compete for the Gold Medal and make your country proud!



DOUBLE DRAGON

Virgin Games / Game Gear

Double Dragon is "fighting" its way into the Game Gear! You control Billy Lee in a battle to the death with the city's worst scum! Kick and punch your foes to make your way to the final Boss and save poor Marion! This is a top fighting game made even better for this system!



Your first battle takes place along the city streets! The thugs seem to come out of nowhere!



SPANKY'S QUEST

Natsume / GameBoy

Although just released for the Super NES, Natsume did not forget all those faithful GameBoy owners! Spanky must find his way home through a set of five towers, while destroying enemies with bubbles that he uses to stop his foes.



SPANKY'S QUEST

START
PASSWORD

◀ TOWER SELECT ▶



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CHRISTMAS
SUPER NES™

SUPER BASEBALL SIMULATOR 1,000™

BASEBALL SIMULATOR 1,000™, NES' BEST SPORTS GAME FOR 1992, IS UPDATED AND REBACK FOR THE NES™. IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES.



Look at these incredible features of 'Super Baseball Simulator 1,000'!

NAME	NO. OF PLAYERS	Best 30 Individual Stats
TEAM	10	100
MANAGER	1	100
COACH	1	100
TRAINER	1	100
FIELDER	9	100
OUTFIELDER	3	100
PITCHER	1	100
Catcher	1	100
Umpire	1	100
Baseball	1	100
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TRICKS
OF THE
TRADE

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TIMES

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Turbo Technologies, Inc.

CIRCLE #101 ON READER SERVICE CARD

RIVAL TURF!



Fist to Fist

Coming soon from Jaleco is a new fighting game called Rival Turf. This 8 Meg cart is packed full of features not often found in normal fighting games.

After the introduction and title screen, select from two different characters. Jack Flak is very quick, but not as powerful as Oozie Nelson who is extremely powerful, but lacks speed. Two player mode is simultaneous and players can even be the same character at the same time. There is also an option screen in which the player can select different control pad configurations, use the sound test and even turn on the two player hit mode, in which you are able to hit the other player's character. After the game has started, you will notice a map of your character's position with some nice Mode 7 scaling. Game play is similar to other fighters except for some unique moves. This game is sure to be a hit with fighting theme fans!



Game play is one or two player simultaneous action. Players can even be the same character at the same time if desired! In the option screen, the two player hit mode can be turned on.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	SUPER NES	AVERAGE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	FIGHTING	80%





In level one, you must successfully fight your way through the bus station. The first Boss will try to chop you up with his sword. To beat him, punch him in the face.



Boss two is waiting at the end of the parking garage for you. He will come at you with leap attacks. Defeat Boss two by flipping him over your shoulder.



In level three, you must make it to the end of the radioactive power plant. Counter Boss three's leaping and kicking attacks with jump kicks to the head.



A helicopter takes you across a border to fight in the jungles of level four. Boss four arrives on a boat and tries to trample you. Defeat him with foot sweeps.



Fight your way past the shoreline and the harbor in level five. Boss five will try to stop you with lightning fast round kicks. Use the jump kick and put him down.



Past the secret hideout, Boss six will attack you with charging attacks and flaming leap punches. With practice, you can use foot sweeps to beat him.

MORE THAN 20 DIFFERENT MOVES!!!



The action in level one is so intense that while riding on a moving bus, you must fight your way through some bad dudes.



In level two, as you fight through the parking garage (at the end), Boss two will attack you while his men will try to run over you.

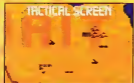
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ABSOLUTE ENTERTAINMENT	SUPER NES	AVERAGE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SIMULATION	90%

DEDICATED TO DESERT STORM

This game does not need any introduction! Approximately one year from the distribution of this magazine, Operation Desert Storm started. Considered the most popular war of the United States (if a war can be considered popular), the creators have taken actual film footage of the war and digitized it to create one devastating simulation!

You are in command of an M1A1 Abrams battle tank and must oppose the Iraq "elite" forces. Use strategy to plot attacks during the morning, dusk and night hours against the enemy's tanks, choppers, acid launchers and convoys! For war game fans, this cart is a commanding victory of high performance fun!



IRAQ ASSAULT CHOPPER

These choppers can be quite a pain. The only weapons that you can use against them are the machine guns and the laser-targeting missile launchers. Approach these with great caution, as they strike fast!



SCUD LAUNCHERS

One of Saddam's most highly touted weapons is ready to be wiped out! Use either two 120 mm shells on them or a few rounds of machine gun fire to disable these puppets. They are stationary and do not attack back - the perfect sitting targets!



T-72 IRAQ TANKS

These are the highest quality tanks that stand in your way! Use six shells from the 120 mm cannon to blow them back to their oil-dried country! They will swerve far away from you and then give you a few pot-shots before approaching you again!



IRAQ BASES, OIL FIELDS AND CONVOYS

In the later levels, you will need to clear the screen of all enemy objects before discovering and attacking the main target objective. They will range from tank convoys to scud carriers to an arms factory!

- 1- Fuel gauge - amount of fuel
- 2- Speedometer - measures speed
- 3- 20mm cannon - main weapon
- 4- Laser-missiles - locks on units
- 5- Smoke screen - hides M1A1
- 6- Machine guns - small weapon
- 7- Data readout - gives war info
- 8- Radar - shows units nearby

CINEMA INTERMISSIONS!



Intermissions highlight the game as you get stats at the end of levels and refueling cinemas!



ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!



REAL PLAYERS!



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HERE'S 10 REASONS WHY TECMO SUPER BOWL IS THE #1 FOOTBALL GAME FOR NES!

1. TECMO SUPER BOWL HAS ALL 28 NFL TEAMS.
2. TECMO SUPER BOWL HAS OVER 800 ACTUAL NFL TEAM PLAYERS.
3. YOU CAN SELECT AND CHANGE YOUR OFFENSIVE LINE-UP.
4. YOU CAN SUBSTITUTE PLAYERS DURING THE GAME.
5. YOU CAN DEVISE YOUR OWN PLAYBOOK FOR EACH TEAM.
6. YOU CAN PLAY THE FULL 1991 NFL SCHEDULE.
7. YOU CAN CREATE YOU OWN PRO BOWL.
8. YOU CAN FORCE FUMBLES AND MAKE RECOVERIES.
9. YOU CAN USE YOUR KNOWLEDGE OF THE NFL TO BE A WINNER.
10. YOU CAN SAVE YOUR GAME SERIES FOR ANOTHER DAY.

AWESOME GRAPHICS.....

AWESOME GAME PLAY.....

AWESOME FOOTBALL.....

ONLY FROM TECMO.....

CIRCLE #123 ON READER SERVICE CARD.



Pick your courses through the computer, or you can design them yourself.



Take advice from the Golden Bear himself. When Jack speaks, golfers listen!



This is the option screen in which you may practice your game before going into a competition.

JACK NICKLAUS GOLF

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	100%



Use an 8 Iron to get out of this unfortunate situation.



Make sure you look at the break of the green before you putt.

10 FOOT PUTT FOR A BIRDIE!

Tee up for one of the hottest golf games to appear on a home system. Tradewest's Jack Nicklaus Golf is a game that is based on a popular computer golf simulation of the same name. This game allows you to choose from two different courses by either allowing the computer to choose, or you deciding on your own - with the holes you choose to play.

Some improvements over the computer version are digitized graphics and realistic sounds that make you feel like you are on the course. All of the aspects of golf are here, including choice of clubs, water hazards, sand traps and out of bounds occurrences. Choose from one to four players and play a skins or a stroke game on beginner to expert levels of play. You may even save your game in progress and recall it later. Dust off your golf clubs and go for the hole in one!



Pick the hole you want to play and design your own course!



To stay competitive, compare scores with the other players on the scoreboard.

NEW FOR GAME BOY®



TECMO BOWL

Based on the famous arcade and NES games. Now you can take the super action of Tecmo Bowl with you, anywhere! Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Password continuation
- Real team players
- 11 Week season
- Cinema screens
- Password compatible with the Nes Tecmo Bowl

FEATURES:

- Single player action
- Superior graphics
- Special power-ups
- Hidden ninja life force
- New ninja skills
- Challenging new "Bosses"

NINJA GAIDEN SHADOW

Now for your Game Boy! Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future. Collect the secret ninja powerups to gain energy and ninja life force. Use the new ninja "Ninchaku" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".



NEW FOR NES™



NINJA GAIDEN III

★ Thrilling new cinema screens

Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

★ Exciting new power and weapons

Over the years Ninja Ryu's fighting skills have improved to include fantastic new powers and weapons.



★ Action packed Ninja adventure

Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

FEATURES:

- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

■ THE ULTIMATE NINJA CHALLENGE ■

TECMO®

TECMO INC., 18005 S. ADRIA MARLI LANE, CARSON, CA 90746 • TEL: (213) 329-5880 • FAX: (213) 329-6134

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CIRCLE #123 ON READER SERVICE CARD.



It's tee time! Choose your club and let's go!



Hit that ball with all you have. It is a long way to go!



Zoom into the first person perspective of the ball.



Change aspects of the game in this option screen.



Your friend and pro, Casey, will advise you on the holes.



This commentator will give you updates on the players.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T & E SOFT	SUPER NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	100%



The viewing angle of the course can be changed.

18 HOLES OF GOLF SIMULATION BLISS!

Play a round of realistic golf and you will be so spoiled to go back to the others. Pebble Beach Golf Links is a simulation that rises above the standards of the usual golf game.

There are numerous options to change in this one to four player game to customize it to your playing standards. Included are tournament, stroke, skins and match play. The game will keep course records such as holes in one and double eagles. There is



Get the stats after each hole.

even a continue option to start where you left off. Play a tournament with 48 different pros competing against you. Even the angle of the course, ball and stance can be adjusted.



Change your stance, power and the angle in which the ball is hit.

PEBBLE BEACH GOLF LINKS

HOT

PROPERTY

**At Last!
Get these
supercarts at your
favorite store.**

Dragon Warrior III:

Your quest for the premier RPG ends where the Legend of Erdrick begins. The long-awaited Episode Three features a choice of partners, weapons and spells enough to make even Merlin the Magician work up a sweat. Try your hand at the RPG that shook Japan.

ActRaiser:

The game that's topped the charts for Super NES. You are the master. Direct your angel to form civilization as you know it while battling a bevy of bogus beasts. Rated best 1991 video game for action, strategy and music.



 **ENIX AMERICA
CORPORATION**
ENIX

Dragon Warrior III Licensed by Nintendo® for play on the ActRaiser
 **SUPER
Nintendo
ENTERTAINMENT
SYSTEM***



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GATES TO ANOTHER WORLD

American Sammy has released its sequel to the Nintendo Might and Magic in the form of *Might and Magic II* for the Super Nes. This action packed RPG is played entirely in first person point-of-view. Start out by creating characters and choosing a party in which you wish to travel. Once you have a party, start off in the town of Middlegate. As you defeat enemies, you gain experience points. These points will make your character smarter, end, by increasing magic points, stronger. There are numerous people to gain information and skills from to aid you in your quest. This game is sure to be a hit with RPG fans.



Create characters, choose your party and start the adventure!



COLLECT INFORMATION FROM THESE PEOPLE



Cleric



Inn Keeper



Blacksmith



Bar Maid



Knights



Wizard

MIGHT and MAGIC II

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMERICAN SAMMY	SUPER NES	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	N/A	RPG	75%	



The Overworld is where most of the action takes place. You will have to travel through this world in order to find dungeons and towns.



The Underworld is an elaborate system of dungeons and towns. Here, you will find many people to talk with to gain information. Also, collect spells and weapons.



In both worlds, there are signs that will give you directions and information about the area.



This is the horse Pegasus. You can find it in the Overworld. It will give you valuable information.

THE LAND IS FULL OF ENEMY CREATURES



Mini Rex



Giant Beetle



Cripple



Giant Snake



Sawar Rat



Ogre



Giant Wolf



Giant Bat



Thief



Monster

STANLEY

IN THE SEARCH FOR DR. LIVINGSTON



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTROBRAIN	NINTENDO	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	N/A	8	ACTION	95%

THE SEARCH BEGINS - I PRESUME?

Dr. Livingston is missing somewhere on the continent and the only person brave enough to follow his travels is a man named Stanley. Live the adventure of Stanley as you search through jungles plagued with angry tribesmen, deadly insects, hungry piranhas and more. Talk to people in the town, as they will advise you on your survival in the heart of the jungle, and tell you who to contact when you reach certain places. Stanley has a substantial number of items and weapons that he can collect and use, such as the rock, spear and grapnel. If Stanley jumps off of a ledge, he has a helicopter safety feature in his backpack

that will keep him from falling to his death. When certain characters are destroyed, they will drop useful items. As you continue to conquer specific areas, you will be allowed to travel further on the map. With your skill and a little bit of luck, you will be able to survive these adventures!



On the map, the flag represents your position and movement icon.



Destroy this spider with your fists to get to the knife on the other side.

STANLEY'S IMPORTANT ICONS



SPEAR



ROCK



KNIFE



LIFE



FIST



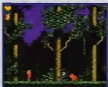
GRAPNEL



Throw rocks at this tiger before it eats you for lunch. The icon in the top left hand corner of your screen is the one currently in use.



Make sure you talk to many people, as they might have important information.



Hostile natives and deadly snakes will take you down unless you take action.



Within the jungle, you will find the grapnel that is essential to your quest.



IT'S A HIT!

Bottom of the 10th, two outs, bases loaded, and the league's best hitter is at the plate. Will he take your screw ball downtown? Or will you blow him away with your awesome fast ball? Find out when you play Extra Innings, the amazing new baseball game for Super NES.

Select your starting lineup based on who's hot and who's not. With Extra Innings, you call the shots and control the action: the spin on the curve ball, your batter's slugging power, even your player's dive for a shot up the middle.

When you play Extra Innings, you can put

on a hit and run, take a long lead off first, or nail a base runner at the plate on a sacrifice fly. Play like the pros as you fight for a 12-team league pennant. And remember, statistics are updated and available on every player. You even select the stadium — air dome, midsize, or high-walled. Every choice changes the game.

There's never been a baseball game like Extra Innings.

Eight different playing options, including two-player mode and all-star team competition, make this the hit of the season. Extra Innings. It's a home run!



Bases loaded, full count



Put to your ear reliever



LICENSED FOR PLAY BY
Nintendo

CIRCLE #120 ON READER SERVICE CARD.

SONY



IMAGESOFT

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ROMSTAR	NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	3 MEG	N/A	SPORTS	100%

HOME RUN FUN!

All fans of the original shall be glorified when they see this cart. Baseball Stars 2 is ready to make its debut!

There have been many changes to the game that an original player may notice when starting with this new title. First of all, there have been six new teams added to the roster with names such as the Texas Towers, the Torrance Tigers and many others. Ultimately, there is a grand total of 18 different teams offered! Think that's great stuff, guy? Well, get a load of the next option - team customization! You can literally create your own team from scratch! You can also buy and sell team members whenever necessary!

There are two different screen views in which to take in the action, providing for plenty of playability! First, there is a batting/pitching view that allows you to see all of the bases and who is on them (let alone who is batting and the pitcher). Then, when you hit the ball, it switches over to an overhead perspective!

There are options that you can choose to utilize such as playing a single game or league games. Also, included are four stadiums to choose from to allow a more "diverse" and realistic feel to the game. Plus, there is the two player mode allowing you to challenge your best buds to take you on!



One of your views will let you observe the pitcher, the batter and the three bases.



Once the ball is hit, the view changes to an overhead scrolling action packed view!



You can either take a ready-made team from the given list, or customize your own team providing the names and statistics set to your liking!



You can call in a relief pitcher when you need it most, but try to do this only when your pitcher is REALLY bad!



Always check the scoreboard for who is winning! It will display some different ads and other info. Use it to brag to your friends during two player mode!

BASEBALL STARS II



HE'S NO DUMMY!

And if you love 16-bit action, you're not either! Join SmartBall in this wacky new adventure and slip, slide, althier and oose your way into the craziest worlds you've ever imagined. Through hot tropics, deserts and dangerous urban battlesones, it's you and your buddy SmartBall against a very mean group of nasties.



Slip-slide along*

On your quest to rescue the Princess Wendy, you'll take on everything from flaming fire birds and hopping-mad rabbits to cacti and sandworms. Bonk 'em! Bop 'em! Or dodge 'em! But whatever you do, keep on moving, SmartBall for Super NES. Eight dissy-ing worlds. Awesome graphics. All from Sony Imagesoft.



Face to face with Iron Ball



LICENSED FOR SALE BY
Nintendo

CIRCLE #120 ON READER SERVICE CARD.

SONY



IMAGESOFT

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAMERICA	NES	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	7	SHOOTER	80%

Fire Hawk



Pummel the enemy's airfields to help nullify their air power. Use bombs to destroy the runways and aircraft on the ground. Watch out for ground-to-air fire!



After rescuing your man, go back to your ship. When there, try to maneuver the helicopter so the landing brackets are activated. On board, you will be resupplied.



Rescue your agent from behind enemy lines. Let him climb up the ladder as you blast enemy helicopters. Make a speedy departure back to your escort ship.



Nail the boats with a few well placed bombs, and get ready for the fireworks. Fly bombing runs over the various islands and collect power-up icons.



There he is! Rescue your man from inside the enemy complex and fly them to your ship waiting offshore. Destroy as much of the enemy's base as you can.



Obilitarated bridges in your attempt to slow enemy ground forces. There are hidden icons in most of the bridges so you can power-up almost every time you blast one!



Pick up this three-way icon and you will have wide angle shooting capability. Other icons that you can grab give you extra energy and additional bombs.



Lift off from a U.S. warship and head for hostile territories in your gunship helicopter. Complete your mission quickly, or you may run out of fuel. Good luck!

CODENAME: FIRE HAWK

Camarcia's new cart for the NES is Fire Hawk. In this intense combat shooter, you will be needed to rescue some of your country's top agents who are trapped behind enemy lines.

Blast your way through many levels of enemy artillery in order to reach your men. You must keep your eyes peeled for power-ups while avoiding heavy ground-to-air bombardments and agile enemy jets.

Once you find your man, and your landing brackets are activated, your perspective on the battle will change from overhead scrolling to a rear-view shooting mode.

While waiting for your agent to climb the helicopter's ladder, shoot down approaching enemy choppers.

Fire Hawk should be landing in stores sometime in May. Prepare for battle, as your mission awaits.

KID CHAMELEON™

This kid is having an identity crisis.

Become Kid Chameleon™ from Sega™. You'll change personalities as fast as you'll change helmets.

One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who



turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.

Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.

In fact, these helmets come in

Over 1800 Screens

real handy when you go head-to-head with bone-crushing

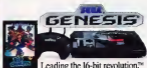


Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

There's over 100 rounds to slam your head against. 1800 screens with eye-popping graphics. And so many secret passages you'll be whacking your brain to find 'em.



So, if you're looking for a good time, change into the Kid. Kid Chameleon™. Kid Chameleon™ is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog™, Toe Jam & Earl™, Spider-Man™ and SportsTalk Baseball™ Genesis. The choice is simple. The choice is SEGA™.



Leading the 16-bit revolution.™

THE SPLAT IS BACK!!

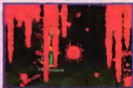
Namco has released a sequel to the original Splatterhouse for the TurboGrafx-16 system. Splatterhouse 2 is here for the Genesis. This 8-Meg cart is packed full of intense action. The Pit of Death has sucked your girlfriend into the realm of darkness, and you must get her back. Fight your way through various levels of bloody action. Start the journey to the enchanted forest where your girlfriend is being held captive.

Throughout the game, you will encounter various creatures that you must defeat to complete your journey. Be sure to take the items given to you along the way to make the battle a little easier. The game is also filled with numerous hidden rooms, so keep an eye out for them.

SPLATTERHOUSE-2



You must be very careful throughout the game to avoid dangers such as the pit of death!!



The game action is intensified due to awesome graphic displays.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NAMCO	GENESIS	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%



In stage one, fight your way through zombies as you walk towards the house.



In level two, be prepared for a ride. On a moving elevator, you will battle the monsters.



Defeat monsters through the gruesomely haunted forest of level three.



Dodge Boss one and its green slime. Defeat it by punching it in the stomach.



Boss two coughs out heads and flames. Dodge them and punch it hard in the eye.



Baby aliens drop from the ceiling in stage three. Grab a chain saw and start cutting.



LEVEL THREE










LEVEL FOUR



LEVEL FIVE



COLLECT THESE ITEMS!!!

-  **ITEM** LEG BONE
-  **ITEM** HEAD
-  **ITEM** BOAT OAR
-  **ITEM** LEAD PIPE
-  **ITEM** FIRE POTION
-  **ITEM** SHOTGUN
-  **ITEM** CHAIN SAW



THE SKULLS ARE SCALING!!!



Once the pit of death has been found, jump in and fight through a level of illusion.



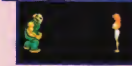
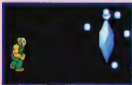
In the bottom of the pit of death, there is a ghost realm. Beware of all the faces of death.



On the boat ride to the enchanted forest, a huge sea monster will try to put an end to your day.



At last, the final Boss. It is waiting for you in the enchanted forest, so be prepared.



After defeating the last Boss, free your girlfriend from the cocoon that encapsulates her.



There goes Pippen with the slam! There are a host of great moves and shots available to you. Hot-dog it with some fancy dunks!



Pick any teams you want and view your players. The computer shows you a comprehensive list of player stats and averages. If your players get tired, you can make substitutions.



With the instant replay feature, you can check-out cool plays, or great shots just like watching television. The replay operates like a VCR, and you can go backward or forward.



For even more fun, play your own mini-All Star Game. You and a friend can play each other to find out who is really the best, or challenge the computer, if you think that you are good enough.

BULLS VS LAKERS And The NBA Playoffs



Oh-oh! Do your best not to get too many fouls, or you will foul out of the game. A large number of different fouls may be called.

JUST LIKE THE REAL THING!

Prepare yourself for the ultimate in sports cart game play! Bulls vs. Lakers and the NBA Playoffs by Electronic Arts is one HOT sports game.

With exciting graphics and some of the coolest sports action to ever hit Genesis, this cart is sure to blow you away!

You can play alone or with another person as you pick which NBA team you want to portray. Make substitutions when players become fatigued, or to utilize certain players' special talents when you need them most.

Fouls are called by a computerized referee, and you may even get to shoot a free throw or two!

Get ready for some serious action with Bulls vs. Lakers and the NBA Playoffs. This is a must for serious basketball fans.



Free throws are a lot of fun, but take some practice shots. Use the aiming "T" in the upper left corner to get the ball into the basket.



Awesome graphics and fantastic play highlight this cart. You can tell which man is yours by the star underneath him.



You can substitute players by calling a time-out. This screen will appear giving you all the necessary information about player statistics and other important data.



How about this for double vision? You can make a team play itself by choosing the same team twice!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	100%

Finally, Baseball So Real It Calls 'Em As It Sees 'Em.

Sports Talk.

Sega™ announces the biggest improvement in the game since nachos. New Sports Talk Baseball™ from Sega™ Genesis™. The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talkin' everything from the top of the first inning to the bottom of the ninth.

Listen Up.

"Bottom of the seventh. The relief

pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw... safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."



Terry Stewbuck



Will Clark



More than 500 players and their 1991 season stats.

Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Canseco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eckersley and Roger Clemens.



Travis Fryman



Lenny Dykstra

Play Ball.

It's like playing and coaching in the big, only better. You'll get to call everything from the batter's stance to a sacrifice bunt. Through a full 162 game season, including a pennant race.

And you'll hear the action on every play as it goes down. From Rickey Henderson's steal to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

Remember, there's only one place to catch chatter like this. New Sports Talk Baseball from Sega Genesis.

Everything else is just bush league.



**SPORTS TALK
BASEBALL**

Sports Talk Baseball is one of more than 150 hit games from Genesis™ including Sonic The Hedgehog™, Joe Jam & Earl™, Spider-Man™ and Joe Montana II Sports Talk Football™. The choice is simple. The choice is SEGA.



Robbie Thompson makes a close play to stop Cecil Fielder.



SEGA
GENESIS

Leading the 16-bit revolution.™

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CIRCLE #107 ON READER SERVICE CARD.

NFL Films Sports Illustrated for Mountain Pacific
Check it out at your local store. Baseball, Basketball, Football and more video Action from with a purchase of Sega Genesis sports games. Only \$10.99 shipping and handling.
www.sega.com



CAN YOU TAKE ON THE CORPORATION?

A silence has been initiated after a series of unexplained murders outside the London facility of the U.C.C. (The Universal Cybernetic Corporation). Now it is time for you to investigate the reasons for these atrocities. You are a special agent for the "Zodiac" enlisted to penetrate the U.C.C.'s heavily guarded factory. This establishment is protected by an array of human and cybernetic guards, and the supposed artificial lifeform called, "Freddy". The mission is simple, penetrate the building and find and retrieve an embryo from the genetic laboratory and then, escape from the establishment. The building is heavily guarded so be wise. Are you man enough to defeat the corporation?!?

CHOOSE FROM 6 DIFFERENT CHARACTERS!!!



CYBER-COP



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GENESIS	HARD	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	16	ACTION	95%	



Before you start the game you can choose from six characters and also use your money to purchase items that will be needed.



This awesome action game is played in the first person perspective with true-to-life, 3-D polygon graphics.



The U.C.C. is ridden with mechanized robots, alien creatures, security and camera surveillance systems, so keep an eye out.



Level One Map

OVER 30 POWER-UPS TO OBTAIN INCLUDING:





TAKE HOME A SEGA™ SPORTS GAME, AND WE'LL SEND YOU A BUNCH OF SWEATY JOCKS.

Our "Championship Moments" video delivers some of the biggest names and most exciting moments in Football, Basketball, Baseball and Auto Racing. We're talkin' a serious collection of non-stop stuffs, sacks, strikes, shots and skids.

And it's all yours with any Sega brand sports game from the Genesis™ or Game Gear™ line-up.

Anything from Joe Montana II Sports Talk Football™ to Clutch Hitter™, to our new David Robinson's Supreme Court™.

Just follow the instructions on the coupon below.

Then we'll see to it you wind up with jocks all over your TV.

SEGA
GENESIS™
GAME GEAR™
© 1992 SEGA ENTERPRISES, INC.

GET SEGA'S SPORTS VIDEOTAPE, PLUS A POSTER OF JOE MONTANA.



Mail in this coupon, the Sega™ Genesis™ or Game Gear™ sports title proof of purchase (UPC symbol) and store cash register receipt dated between Feb. 15, 1992 and June 30, 1992 with a check or money order for \$3.95 to cover shipping and handling. Make check/money order out to SEGA SPORTS VIDEOTAPE OFFER, and mail before July 15, 1992 to:

SEGA SPORTS VIDEO SPECIAL, P.O. Box 4138, Blair, NE 68009

NAME (PLEASE PRINT) _____ PHONE _____
ADDRESS (STREET) _____
CITY _____ STATE _____ ZIP _____
PRIMARY USER AGE _____ GENDER _____
MALE _____ FEMALE _____

ELIGIBLE GENESIS GAMES
JOE MONTANA II SPORTS TALK FOOTBALL
DAVID ROBINSON'S SUPREME COURT
JOE MONTANA II SPORTS TALK FOOTBALL
CLUTCH HITTER
SUPER MONACO GP
TOURNAMENT GOLF
CYBERBALL
ARNOLO FALCÓN GOLF
SUPER VOLLEYBALL
EUSTON BRAWLAS BOXING
TAMPA L. LIGORIAN BASEBALL
WORLD CHAMPIONSHIP SOCCER

ELIGIBLE GAME GEAR GAMES
JOE MONTANA FOOTBALL
SUPER MONACO GP
PUTT & PUTTER
CLUTCH HITTER
LEADERBOARD GOLF

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	GENESIS	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5	ACT/ADV	99%

CADASH

Choose between the Mage or the Fighter!



The Fighter is quite an adequate warrior with good speed and reaction time, but he has no magic abilities.

The magical Mage does not have a very high stamina and is clumsy, but it can have up to six magical spells!



Two different stages in each levels!



The over-world sections of the levels contain human habitation and shops to help you on your quest.

Very few civilians venture into these parts due to the dangers that lurk here. Fight the Bosses in these sections.



Be wary of the dangers in the caves!



Be careful in these underground passages when on your way to fight the Warlaken of the second level. There is a doorway at the bottom right that will lead to a pond and the Boss, Warlaken. Defeat it and return the mermaid to the water to receive the "Scales of Mermaid."

THE ASSAULT OF BALROG HAS COME!

A long time ago, there existed two forces in this world - Good and Evil (really). Unfortunately, the attitudes of the creatures belonging to the dark side did not coincide with the sweet and kind intentions of the good side. Therefore, as a final solution to the disputes between them, the evils went to another universe and good stayed in its place.

Well, after years of evolution - the dark eyes of the evil empire enviously gazed upon the successes of the empire of godness and were led by King Balrog to invade and take over the kind people of the world!

If you have not realized it at this point, you (alone or with a friend) must destroy the vile Balrog before his fist clenches around the entire world! You have a choice between two characters - the warrior or the wizard. Both have their strengths and weaknesses - but you will need all of the power you can muster to defeat the evil attempting to destroy the good world's peaceful existence!

The levels are divided into two stages - first there is a "human world" where towns and shops are, and then there are the underworlds where the creatures and bosses are waiting. Make sure to power-up on your experience, or you may have one heck of a game on your hands!

WEAPONS SHOP



Obviously, you can purchase weapons and armor in these special shops.

ITEM STORE



Many items like recovery leaves and antidotes can be found in these stores.

THE INN



Take a rest at the inn when you are in need of health. A good sleep will do the trick!

WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



The knuckles turn white. The sweat turns cold. The heart turns cartwheels. That's what you can expect behind the wheel of the #1 racing title in history, *The Duel/Test Drive II*™, now for Sega's Genesis®.

Squeeze into the cockpit of the hyper-fast Ferrari F40™—a twin turbo V8 with 478 horses ready to snap your neck. Boil asphalt in the Porsche 959™—the legendary road rocket that'll do 0-60 in a stunning 3.6

seconds. Leave the launching pad in the Lamborghini Diablo™—an

awesome exotic with a mind-boggling top speed of 202 mph.

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBOGRAFX	AVERAGE	2 nd HALF '92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	25%

BONK

Panic Gyborg




What a mouth! This little guy can chomp just about anything. Amusing game play, along with cool graphics and parallax scrolling, make this cart hilarious fun for all ages.



Watch out for this guy. He will really do his best to spoil your day. Talk about a magnetic personality!



Arf, Arf! Go bonkers (ha, ha) after transforming into this dog. Chase the bad guys and put the bite on them.

He's Baaack!

As we predicted last year, Bonk is now back as a shooting game. In this cart, the great, great, great... grandson of the caveman Bonk is the hero and now, looking more like a futuristic "punk" Bonk, he is on a mission to save the world. Decked out with new powers and abilities (check out his removable teeth!) Bonk has to battle some of the strangest enemies ever to exist in a video game. Set for release in the second half of '92, this new Bonk will be one cart to look for!



Fly over the futuristic landscapes and blast everything in your path.



Better Up! Bonk realizes his life-long dream of being a baseball pitcher.



Bonk is back! With all new enemies, and some old ones too, this cart promises to be even more fun than the last two.



Shoot your way through the numerous levels and try to emerge victorious. You will get to fly through some really weird landscapes that are sure to dazzle your senses. This new Bonk adventure is a real shooter fan's delight! Go get 'em, Bonk!

Fearsome Bosses!



This boss is a real pain. Bonk must avoid his deadly drill bits, which the monster shoots at great speeds. Use your big mouth to nip his ambition to kill our hero!

For those who have yet to experience the ultimate in hand-held entertainment, we'd like to

Shake your hands

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CIRCLE #233 ON READER SERVICE CARD.

BLAST AWAY THE EVIL... PENGUINS?

In this game, there is so much to talk about it is hard to decide where to begin. This is the first 8 Meg title for the PC, so you probably already know that it is phenomenal. Also, with a company like Konami creating it, this system has all ear marks of being a success. Parodius is the newest development in shooters, and it is hot stuff! With 8 Megs of pure power, limited flicker and no slowdown, this card goes where no other has gone before.

The game itself is a bundle of pure laughter for anyone who plays. While most shooters have you decimate everything in your path, Konami has added a cute theme that takes you away from the norm. Additions, like missiles with feet, some scaling and rotation and a jolting ending will keep you on your toes.

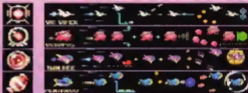
For a great deal of enjoyment and challenge on the Turbo, pick up this Japanese title, if possible. From the bells to the tiny critters, it is cute fun.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	PC ENGINE	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%



P.C. ENGINE PARADIOUS THE WORLD'S FIRST 8 MEG CARD!

THE DEVASTATING (BUT CUTE) POWER-UPS



MAGIC BELLS CAN SAVE THE DAY!

Silver Bells, Silver Bells! They give you the power of the wacky weapon that fires letters at your persistent enemy pests.

Unless you read Japanese, you will have a hard time figuring out what your ship is saying!



The blue bell is a very powerful weapon, but it is only good for one screen of enemies. It makes a large flash that destroys everything, like the megacrush in Gradius.



The magic of the yellow bell is not used against the enemies. It gives you a certain point value, depending on the amount of bells you find in a particular level. Each time you find one, it will go up from 500 points, to 1000, 2500, 5000 and finally to 10,000 points.



Red bells are nifty things to have, especially when dealing with great numbers of small enemies. It puts up a laser barrier that lets no one pass, except you! It can sometimes defeat bosses if placed correctly.

The powerful green bell is the best to have. For 15 seconds, your ship will grow very large and be invincible to any attack. It can even pass through walls! Try getting this one whenever a bell appears. These weapons are very useful throughout the game.



VIC VIPER



OCTOPUS



TWIN BEE



PENTAROU

FANTASY ISLAND

The first level of the game is a real challenge. Fight your way through this seemingly peaceful level. It is calm until you get to the evil kitten airship! Then, meet the deadly Bird Boss that beckons you over closer.



FUNVILLE

The name is misleading, because this level is not so fun. With enemies at every turn, and a mid-boss like this, you will barely make it out alive on this one. Just when you think it is all over, you come across this Boss!

CANDY LAND

The third level puts a land of ice cream and jellybeans in your path of fire. This is not as tough as it looks. There is no mid-boss to contend with, and the main Boss is a cinch. You should have no problem with this jolly candy-like level!

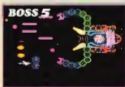


DARK ODYSSEY

Level four is a mismatched bundle of strange creatures coming at you from every direction. It is not easy in here. The Boss fires at you quickly, and unexpectedly. Its weak point is the stomach. Fire at it as fast as you can!

PINBALL HEAVEN

Talk about a fix! This time around, you are sucked into a giant pinball game. Watch out for the flippers. Double fire or tail-gun is highly recommended. You will probably recognize the Boss from Gradius. Defeat it the same way.



DREAMLAND

The sixth level is a slow, but intense level. The music in this level is very soothing, but do not fall asleep yet. You still have to face the Graveyard on level seven, and the Superfortress on level eight! Good Luck!

MUTATION NATION

POWER PACKED

SNK is about to release its newest fighting game for the awesome Neo-Geo game system. This 54-, (yes 54) Meg cart is one of the most

intense fighting games yet. Make your way through six intense levels of fist-packed action. Game play is standard fighting fashion with a vast array of kicks and punches. As you progress through the game, be sure to collect the much needed icons of

power. There are four of these icons, each giving your player a different power. There is also an icon of energy that will replenish one unit of life for every icon acquired. Not only does this replenish energy, but it increases stamina, as well. In addition to the standard moves, there are two power moves that can be utilized by holding down the attack button. This game is sure to be a hit with Neo-Geo and fighting game fans everywhere!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-GEO	EASY	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	54 MEG	6	FIGHTING	95%

COLLECT 4 DIFFERENT ICONS FOR AWESOME POWER-UPS!



**DOUBLE
TROUBLE**



**LIGHTNING
BLAST**



**TORNADO
BLAST**



**FIRE
BLAST**



By Holding Down the Attack Button - Utilize These Power Moves!



Power Kick



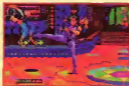
Power Punch

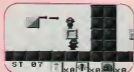


Charge
onward -
deeper into
enemy terri-
tory.

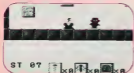


Energy Icon
Collect this icon
throughout the
game to replen-
ish life and
stamina.

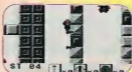




Drive nails into walls and blocks to climb walls and cross chasms.



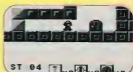
Be careful, or you may end-up like this!



If you stand on top of a nail too long, it dissolves from under you.



Certain blocks can be broken by jumping on your nails.



When finished, look for the exit at the end of each level.

Nail, Scale, Nail and Prevail!

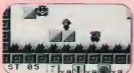
Nail n' Scale is the newest GameBoy cart from Data East. The object of the game seems simple enough, use your nails to allow you to climb walls and cross chasms while searching for the exit. Unfortunately, (or fortunately) this sounds a lot easier than it really is to play.

Standing between you and safety are a number of fierce beasts, complex mazes and nasty bosses. In addition, you must cross a seemingly endless amount of lava pits, which are sudden death if you happen to fall in one of them!

To help you throughout the game, there are different enhancements for the nails, and a handy map feature which allows you to gain better perspective on your position.

Watch for Nail n' Scale to be in the stores sometime in April, and scale to new heights of GameBoy fun.

NAIL 'N SCALE

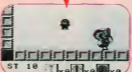
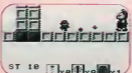


You will encounter all kinds of weird and dangerous creatures in your adventure. Hit them with a nail to get rid of them. Be careful though, because some of these beasts are immune to your attack.



Use the exploding nail to blast through certain blocks. Pick one up by keeping an eye out for the blast nail icon. They can be found throughout the game.

LEVEL ONE BOSS!



This Boss can be killed quite easily by nailing him (no pun intended) in the belly repeatedly.

Kaboom!



Map is a cool and useful feature which you can use to give you a better perspective on your position. It enables you to scan ahead to check the area for danger.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	GAMEBOY	AVERAGE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	50	PUZZLE	100%

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	LJN	GAMEBOY	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	SPORTS	100%



The intense one-on-one action is just like being on the court! Pick from a variety of playing options.



Be careful not to get a foul. You do not want to lose possession of the ball!



During the free throw competition, you must use moving crosshairs to aim the ball. This takes steady nerves and concentration.



In the accuracy shootout mode, shoot from all over the court. Go against the computer, or pick your own positions.

NBA ALL STAR CHALLENGE

TAKE IT TO THE HOOP!

Ready to play some ball, boy? You had better be to play NBA 2 - All Star Challenge! It is one hot cart full of realistic basketball action and great graphics. You can compete in different specialties such as free-throw, one-on-one, slam dunk and a three point contest!

Choose your player and your adversary from the NBA's elite, or play against a friend.

Hit the courts hard with NBA 2!



During the slam dunk contest, you have an arsenal of deadly slams from which to choose.



Go up for the slam! Use a bunch of fakes and cool moves to score.

PICK YOUR PLAYERS

 PATRICK EWING	 MICHAEL JORDAN
HEIGHT : 7'4"	HEIGHT : 6'6"
WEIGHT : 240	WEIGHT : 180
PPG AVG : 23.7	PPG AVG : 30.7
 LARRY BIRD	 DAVID ROBINSON
HEIGHT : 6'5"	HEIGHT : 7'0"
WEIGHT : 220	WEIGHT : 235
PPG AVG : 24.0	PPG AVG : 23.0

Select your player and your opponent from over 25 of the NBA's hottest players!



The three point contest is a real challenge. Try to sink more baskets than your opponent to win. You will have to shoot from many different angles.



You faked him out, now go for it! A good strategy helps a lot. Try a fast break and then a lay-up, or try a three point from the outside.

YOSHI™

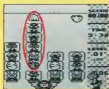


PORTABLE EGG-CITEMENT!

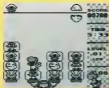
Mario's friend and helper, Yoshi is hatching his way into your Game-Boy! With him are some friendly, and not so friendly, characters that you must match in this puzzle game of skill.

The game itself plays somewhat like Tetris; another game by Nintendo. Characters such as ghosts, squids, piranha plants, egg shells and goombas must be matched up as they fall from the top of the screen. You control Mario as he waits at the bottom to catch them. He can hold two stacks of characters at a time. His function is to turn and switch these stacks around so

that the characters fall upon their matching characters and disappear. The more you match, the faster the action gets. Once the top half of an egg shell falls onto the bottom half of the egg shell, a Yoshi will be hatched and various points will be scored. Complete levels for advancement in different modes of play, and choose your level, speed and music for this one or two player addicting game.



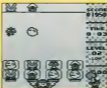
A stack like this will be eliminated by the egg shells.



This will give you a winged Yoshi and massive points.



Match the characters to make them disappear.



Game type B will start you off with rows of characters.



A Yoshi will appear when two egg halves join.



You can advance once you clear a level on type B.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	GAMEBOY	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	0.5 MEG	N/A	PUZZLE	100%

Yoshi name and character™ © 1992 Nintendo Co., Ltd.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	SPORTS	100%

BASKETBRAWL

CHOOSE FROM MANY CHARACTERS!



There are a total of 10 different characters for you to use. Each one has his own advantages in speed, endurance or recovery!

FIGHTING - THE FUN STUFF!



A good dagger stab will sure get the point across to those who stand in your way!



Crack this puppy into a player's back and he is not going to forget it too soon!



Jump kicks are to be used when you need to go a distance and strike hard for the ball!



A basic punch is what you need to knock the ball out of a person's hands for a quick steal!

IN YOUR FACE - YA FILTHY ANIMAL!



OUTSIDERS!



This guy tosses daggars at you. Watch him very carefully!

Other characters along side the court will jump into play!



THE COURTS OF DOOM!



BLOOD, SWEAT AND BROKEN BONES!

What is the point of winning if you cannot even punish your opponents for loosing? Well, you will never have a problem with that here because punishment is the name of the game!

Enter the street courts of a rough and tumble neighborhood, where pain comes before pleasure! Not only will your basketball skills be tested, but your street brawling abilities will be needed to the max!

There are no rules to the game! You just use your jump kicks and punches to take out the opponent. Do you need a bit of help when others are constantly pounding you? Well, the sideline guards will oblige you by jumping in and pushing your opposition around! However, you can always pick up a lone dagger, whip or whatever might just turn up unexpectedly on the courts to put a dent (literally) in the competition! There is a password feature which is included for when you start on the three-to-one battles! Good luck!

SOME BAD WEAPONS!



A good weapon will do the trick nicely!

There is a whole arsenal scattered on the ground for you to pick up, or the other team will take them!



Contest Winners

Our Official Lynx Contest winners are:
 Grand Prize
 Carla Brown, Indianapolis, In

3 - First Prize Winners

Chris Hinton, Oconomowoc, WI
 Brian Golch, Scottsdale, AZ
 Amrow Jackson, Salisbury, MD

5 - Second Prize Winners

Matthew Rosenblatt, Boulder, CO
 Mark Welty, Weare, NH
 David Reyes, Lancaster, TX
 Michael Morimoto, Aiea, HI
 Raymond Laung, San Francisco, CA

**Ultraman Name The Monster Contest
13 and Under**

Eric Tuwnacke, Brookfield, CT - #1 Mind Bender

Andre Kepes, Lowell, IN - #2 Whiplash
 Corey Winer, Buffalo Grove, IL - #3 The Atomic Halball

James Sedgewick, San Antonio, TX - #4 Psycholant

Jorge Gomez, San Antonio, TX - #5 Brain Tumor

Jeff Byzek, Cary, NC - #6 Bumpy the Elephant

Rod Wynn, Vero Beach, FL - #7 Eye Spy
 Fred Buck, Philadelphia, PA - #8 Halitosis

Shaun Redd, St. Louis, MO - #9 Snap Oregon

14 and Over

Russell Clark, Whitesboro, IN - #1 Evil Cerebral

Guy Bailey, Hampton Roads, VA - #2 Antenna the Hun

Donald Harper, Lafayette, LA - #3 Fangle Khan

Jeff Wilkson, Milton, WI - #4 Nostrildeemus
 Jay Reid, San Angelo, TX - #5 Squirminator

Merie Clark, Whitehall, OH - #6 Elephantus
 Derek Yu, San Francisco, CA - #7 Tarmite-nator

Geoff Herbert, Sacramento, CA - #8 Inckerator

Daniel Fung, El Monte, CA - #9 Captain Sky Hook

**Hudson Soft - Bill Laimbeer Contest
Grand Prize**

Jack Crawford, Mt. Sterling, OH

3 - First Prize Winners

Karen Cauthen, Meadow, Utah
 Anne Wilcheck, Columbus, OH
 Ledin Blaylock, Jackson, MS

6 - Second Prize Winners

Gerriann Waller, Justice, IL
 Tim Sheridan, St. Petersburg, FL
 Danni Werchowaky, Seattle, WA
 Devika Brooks, Alief, TX
 Franklin Carr, Topeka, KS
 Barbara Tale, Wichita, KS

ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Accolade	201	17,119
American Sammy	118	49
Asci Entertainment	202	39
Asmik	160	51
BigNet, USA	175	19
Bire Software	190	138
Bullet Proof	124	23
Camerica	203	3
Capcom	139	69,71
Chips & Bits	134	105
Culture Brain	153	93
Die Hard	131	62-63
DTMC	215	9
Electro Brain	156	85,87
Electronic Arts	111	10-11,20-21,34-35,40-41
Enix America	172	103
Gamebusters	231	81
Game Dude	181	141
Game Network	226	145
Game Stuff	219	140
Gameatronix	179	59
Game Warriors	229	139
GameXpress	171	142
Hal America	110	25
HI - Tech Systems	230	27
Hudson Soft	109	13
IGS	127	36-37
Infonet Device System	232	121
Japan Exclusives	222	130
Japan Video Games	199	139
Koei	154	43
Konami	146	2(1FC),61
Lucasfilm	223	33
Namco	140	47
Ocean of America	192	148(OBC)
Renovation	113	77
Sage's Creation	112	55-57,82-83
Sega(Genesis)	107	111,115,117
Sega(Game Gear)	224	89,91
Software,Etc.	183	6-7
Sony Imagesoft	120	107,109
Sunsoft	164	146,147(OBC)
Taito	161	67
Tecmo	123	99,101
Tengen	142	45
Treco	195	53
Turbo Technologies	101	29-31,95
Vic Tokai	125	73,75
Video Games of Japan	135	140
Video Replay	132	138
Virgin Games	115	5,79,85

FREE GAME INFORMATION!!

Plus Your Official Entry Form For EGM's FACT-FILE Game Give-Away!

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then, complete the Survey Questions and you will be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!



WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our May games is June 1!

The following companies are contributing to this contest: THQ, Capcom, Sega, Kemco, Nintendo, IGS, Seika, American Sammy, ASC, Camerica, Accisim, Titus, Electronic Arts, Sunsoft, Treco, Renovation, Sega, Working Designs, U.S. Gold, SNK, Taito, Konami, Tradewest, Atari, Hudson Soft.

ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Readers Service Card to:
Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965
Winners will be listed in the July EGM!

Contest Rules: All entries must be received before June 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Legible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendal Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800. Prizes provided by participating companies and Sendal Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendal Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TENGEN	LYNX	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	STRATEGY	100%	

time to fight!

Here is where you either attack your enemies or defend your castle against the aggressors!



MAKE REPAIRS!

After each attack, rebuild the castle walls and try to expand to other lands. Your time is limited!



CASTLE CHOICES!



At the beginning of the game, you need to choose which castle you want to start your conquest from.

PLACE CANNONS!



Your defense is to use these where most needed. Place your cannons strategically, so they are not damaged!

PROTECT YOUR CASTLE AND LANDS

One of the most popular arcades to incorporate trackball control is now being adapted to the Atari Lynx!

Journey back to the days of merry old medieval England. Where castles rose and soldiers fell. It is your job to pick the right castle and then defend it by placing a barrage of cannons wherever you can most advantageously put them.

The rounds are simple. First, you create your castle empire. After that, the enemy troops will then attack your palace and try to take out your surrounding walls. Your job is to fire your cannons and destroy the enemy ships and troops before all of your walls are lost. Then, you will be allotted a certain amount of time to rebuild your walls and expand your kingdom. Fans of the arcade, be appressed of this winner from Tengen!

YOUR FATE?

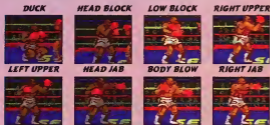


Make sure that your kingdom (and populace) is not wiped out, or you shall suffer a most undesirable fate accompanied by a cinema display bearing the Grim Reaper!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GAME GEAR	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	4	SPORTS	100%

GEORGE FOREMAN'S KNOCK OUT BOXING

CHECK OUT GEORGE'S POWERFUL MOVES!



Your speed can be increased to a power of five, which will reflect how many super punches you have obtained! Hold both buttons down, then release, sending him sailing across the ring!

Back your opponent into the ropes and let loose a volley of rapid action punches to give you the quick KO!

Be sure to watch your endurance on the top of the screen!



Nelson is one of the weakest characters in the entire game! Just keep nailing him with swift lefts and bye-byes!

Steel is a little tougher opponent. He is much swifter than Nelson, but can be beaten the same way.



Brown loves to go nuts



on you with his uppercuts and head blows. Block a lot against him.

The final bout! Power is Louis' game, so blocking is essential with him. Use all of your super punches!



KNOCK YOURSELF OUT!

Very seldom have we seen a boxing title released in the hand-held market, but now the creators at Flying Edge have grabbed the license for George Foreman and have formed it into the next boxing game for the Game Gear!

Take control of George Foreman and battle your way through four muscle- (and title-) bound boxers. An arsenal of furiously flying fists that can hit low, strike in the face or give an uppercut wallop to the chin are at your disposal! You can also protect yourself in the head or the chest areas. Not only that, but you can have a special super punch that will send your opponent reeling to the other side of the ring! Develop your character and win the title bout!



If you or your opponent goes down, there is the usual

10 seconds to rise. Better hurry!



in between rounds, you will rest and build up your

strength, depending on the score!

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CONTRA III THE ALIEN WARS

DESTROY THE VILE RED FALCON!

It is the year 2636 and the earth has been invaded by a hostile alien life form known as the Red Falcon. Unfortunately this is not their first visit to our humble home planet. Fortunately there are two brave soldiers that are ready to fight off the Red Falcon organization. These two warriors are descendants of Mad Dog and Scorpion, the heroic contras that destroyed the Red Falcon in previous invasions. Contra 3: The Alien Wars is a shooting masterpiece. We've blown out this great cart just for you! Check out these killer strategies and awesome full color maps. Get ready to play like a Super NES pro and win big!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	SUPER NES	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	6	ACTION	100%



SURVIVE THE WAR BY COLLECTING VALUABLE POWER-UP WEAPONS!



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LASER CANNON



HOMING MISSILES



BARRIER



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FLAME THROWER

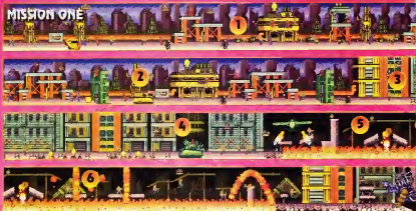


Here is a breakdown on the various weapons that you can pick up in the game. Each weapon has been rated with in three different

categories. First is how powerful the weapon in relation to how much damage it causes the enemy. Second is the speed at which the shots

travel and how fast can can change direction of fire. Finally the repetition of the shots is shown so you can see how fast it repeats.

MISSION ONE



MISSION ONE: THE STREETS OF NEO CITY

1. Watch out for the dogs when playing on normal or hard.
2. Hop into the tank and plow through the enemies. Use it to destroy the wall.
3. Be sure to get the Barrier so

you can run through the flames.
4. When this tank comes out, stay all the way to the left and shoot. It should be destroyed in no time.
5. While crossing over this pit of lava, be sure to shoot downward.
6. If you have trouble crossing you can destroy the fireballs and cross safely.



BOSS ONE

This oversized turtle is a push-over. If you have crusher or lasers than just get in close and blast away. Use a bomb for faster results.



MISSION TWO



MISSION TWO: MARIA CALDERON HIGHWAY

1. Start your mission here. When you destroy the enemy turret you will get a Flame thrower. It is the only weapon that can shoot through the barrier.
2. Watch out for the cracks in the bridge, because the ground will fall out from underneath you.
3. All around this level there are land mines. They will not explode immediately so keep moving if you step on one.
4. This turret will give you a Barrier or an extra Bomb at random. This should be the next turret you destroy.



BOSS TWO

This boss attacks by spinning at you. Keep moving to the right and blast the boss with lasers when it stops spinning. If you damage the boss it will fly up into the air and dive towards you at great speeds. Press jump to duck under its shots. Shoot it in the eye to kill it.



MISSION THREE: ABANDONED CYBER STEEL MILL

1. You will face a swarm of vicious winged aliens. Do not let them take hold of you. Keep shooting and they'll let you go.
2. The best way to destroy this pest is with a Flame thrower. When it dies it will try to toss you into the abyss below so get all the way to the right. Stay to the right while the missiles pass by and you'll be safe.
3. This metallic menace will shoot missiles and scale the wall. Try to stay as close to its top foot as you can and



- shoot the missiles when possible.
4. The best advice for avoiding his lightning fast rushes is to keep moving. Watch the eye, when it opens expect it to attack. When it attacks, try to get above or below it and aim at a 45° angle and blast away. It should be gone in no time.
5. When the hovercraft gets on the screen, go all the way to the left and hold Right button and shoot at an angle. Watch for the winged soldiers that come from above.
6. As you walk by here keep shooting to destroy the oncoming missiles.



MISSION THREE

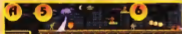
BOSS THREE

When you first walk into the boss room, twin guardians will greet you. Use Crusher or Flames to destroy them quickly. Blast the red twin first and his torso will start jumping around. Climb to the top of the room and shoot down and the twins until both are dead. A huge skeleton will rip through the wall. He'll send heat seeking fireballs after you and then chase you with a huge flame from his mouth. Shoot and climb in a clockwise pattern to defeat him. He also sets timed bombs out, so move fast or die.



SURVIVE BY LEARNING SPECIAL TECHNIQUES!

If you hold the Left and Right buttons on top of the controller you will be able to use both of your available weapons at the same time. This is a good technique for lighting bosses in the overhead missions.



MISSION FOUR: THE BATTLE OF THE BLAZING SKY



1. Stay left and shoot diagonally. When they throw bombs, just jump over them.
2. You can safely destroy the tank and the jetpack aliens by staying to the left and blasting away.
3. These cannons can be destroyed with constant firepower, but can be easily avoided without a Right.
4. Use the Flame thrower and shoot upwards to toast the turrets that appear in this section.
5. This part of the ship is hard to destroy, so just dodge it to live.
6. Hold the Right button and stay in the middle of the screen while you burn these soldiers to a crisp.
7. Try to stay halfway between the cannon and the right edge of the screen. When the cannon fires, jump over to the right to avoid the flames.
8. Go to the left side of the screen and shoot diagonally while holding the Right button.
9. Concentrated shots will keep this pest from hanging around.

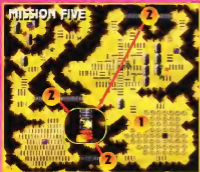


BOSS FOUR

It is best to take out the lower cannon and then go for the top. Once both are gone, concentrate on the big red eye. Watch out for the heat-seeking missiles it fires.

SHOOT IN 8 DIRECTIONS!

You can shoot in 8 directions while standing still. All you have to do is hold the Right button while aiming.



MISSION FIVE: THE MUCHO GRANDE BADLANDS

1. Everywhere in the level, there are moving patches of sand. Some will rotate and others will drag you towards the edges of the mesa. When destroying the turrets that are surrounded by the sand, you must use the Left and Right buttons and rotate to counter the effects of the sand.
2. Watch out for the bridges. They are timed to explode as you walk across them. Do not hesitate at all when crossing over them.

BOSS FIVE

Giant sand worms will come out and try to drag you in. Destroy the sand worms to get power-ups and then get in close and blast the Boss in the eye. Laser or Crusher will work best.



MISSION SIX: RED FALCON'S MAIN HEADQUARTERS

1. Here you are greeted by an old familiar face. Use the Spread or another high power weapon and get in close to blow him away.
2. At this point, you'll need Spread and you must get in close to the heart and fire at an angle.
3. This creature is only vulnerable when its face is showing. Watch out for its

quick attacks and poisonous shots.
4. Be sure to get the Crusher.
5. At first, it will lunge at you. Shoot straight up or down and you will inflict the most damage. Its next attack is more dangerous. When it appears climb down a little and blast on a 45° angle. Watch out for that tail!



GET READY TO FIGHT THE RED FALCON MOTHERBRAIN!

First, you will have to fight a 3-headed monster. Concentrate on the outer heads first and then go for the main face. Crusher and Laser work very well on this Boss. Alien drones will come from the outer faces after they are destroyed. When all 3 faces are killed, the Motherbrain will appear. It has 8 different forms and attacks very aggressively. Look at the strategies to the right to blow it away.



It makes 4 passes, and is very difficult. Look at the pic for safe spots.



Use a Bomb or the double weapon technique to get through.



It only shoots eyes at you. Stay in the left corner and shoot away.



Stay all the way to the left, jump and shoot to get rid of this water.



This is the easiest form. Just shoot and dodge it as it flies about.



Do not bother shooting, just jump over the rocks to survive.



The spiked balls it throws out also have power-ups in them.



You cannot shoot the orbs. Avoid the deadly orbs at all costs.

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NEO-GEO	System	Price	System	Price	System	Price
Arkanoid	150	100	400	100	400	100
Arkanoid 2	150	100	400	100	400	100
Arkanoid 3	150	100	400	100	400	100
Arkanoid 4	150	100	400	100	400	100
Arkanoid 5	150	100	400	100	400	100
Arkanoid 6	150	100	400	100	400	100
Arkanoid 7	150	100	400	100	400	100
Arkanoid 8	150	100	400	100	400	100
Arkanoid 9	150	100	400	100	400	100
Arkanoid 10	150	100	400	100	400	100
Arkanoid 11	150	100	400	100	400	100
Arkanoid 12	150	100	400	100	400	100
Arkanoid 13	150	100	400	100	400	100
Arkanoid 14	150	100	400	100	400	100
Arkanoid 15	150	100	400	100	400	100
Arkanoid 16	150	100	400	100	400	100
Arkanoid 17	150	100	400	100	400	100
Arkanoid 18	150	100	400	100	400	100
Arkanoid 19	150	100	400	100	400	100
Arkanoid 20	150	100	400	100	400	100
Arkanoid 21	150	100	400	100	400	100
Arkanoid 22	150	100	400	100	400	100
Arkanoid 23	150	100	400	100	400	100
Arkanoid 24	150	100	400	100	400	100
Arkanoid 25	150	100	400	100	400	100
Arkanoid 26	150	100	400	100	400	100
Arkanoid 27	150	100	400	100	400	100
Arkanoid 28	150	100	400	100	400	100
Arkanoid 29	150	100	400	100	400	100
Arkanoid 30	150	100	400	100	400	100
Arkanoid 31	150	100	400	100	400	100
Arkanoid 32	150	100	400	100	400	100
Arkanoid 33	150	100	400	100	400	100
Arkanoid 34	150	100	400	100	400	100
Arkanoid 35	150	100	400	100	400	100
Arkanoid 36	150	100	400	100	400	100
Arkanoid 37	150	100	400	100	400	100
Arkanoid 38	150	100	400	100	400	100
Arkanoid 39	150	100	400	100	400	100
Arkanoid 40	150	100	400	100	400	100
Arkanoid 41	150	100	400	100	400	100
Arkanoid 42	150	100	400	100	400	100
Arkanoid 43	150	100	400	100	400	100
Arkanoid 44	150	100	400	100	400	100
Arkanoid 45	150	100	400	100	400	100
Arkanoid 46	150	100	400	100	400	100
Arkanoid 47	150	100	400	100	400	100
Arkanoid 48	150	100	400	100	400	100
Arkanoid 49	150	100	400	100	400	100
Arkanoid 50	150	100	400	100	400	100

System	Price	System	Price	System	Price
Arkanoid 51	150	Arkanoid 52	150	Arkanoid 53	150
Arkanoid 54	150	Arkanoid 55	150	Arkanoid 56	150
Arkanoid 57	150	Arkanoid 58	150	Arkanoid 59	150
Arkanoid 60	150	Arkanoid 61	150	Arkanoid 62	150
Arkanoid 63	150	Arkanoid 64	150	Arkanoid 65	150
Arkanoid 66	150	Arkanoid 67	150	Arkanoid 68	150
Arkanoid 69	150	Arkanoid 70	150	Arkanoid 71	150
Arkanoid 72	150	Arkanoid 73	150	Arkanoid 74	150
Arkanoid 75	150	Arkanoid 76	150	Arkanoid 77	150
Arkanoid 78	150	Arkanoid 79	150	Arkanoid 80	150
Arkanoid 81	150	Arkanoid 82	150	Arkanoid 83	150
Arkanoid 84	150	Arkanoid 85	150	Arkanoid 86	150
Arkanoid 87	150	Arkanoid 88	150	Arkanoid 89	150
Arkanoid 90	150	Arkanoid 91	150	Arkanoid 92	150
Arkanoid 93	150	Arkanoid 94	150	Arkanoid 95	150
Arkanoid 96	150	Arkanoid 97	150	Arkanoid 98	150
Arkanoid 99	150	Arkanoid 100	150	Arkanoid 101	150
Arkanoid 102	150	Arkanoid 103	150	Arkanoid 104	150
Arkanoid 105	150	Arkanoid 106	150	Arkanoid 107	150
Arkanoid 108	150	Arkanoid 109	150	Arkanoid 110	150
Arkanoid 111	150	Arkanoid 112	150	Arkanoid 113	150
Arkanoid 114	150	Arkanoid 115	150	Arkanoid 116	150
Arkanoid 117	150	Arkanoid 118	150	Arkanoid 119	150
Arkanoid 120	150	Arkanoid 121	150	Arkanoid 122	150
Arkanoid 123	150	Arkanoid 124	150	Arkanoid 125	150
Arkanoid 126	150	Arkanoid 127	150	Arkanoid 128	150
Arkanoid 129	150	Arkanoid 130	150	Arkanoid 131	150
Arkanoid 132	150	Arkanoid 133	150	Arkanoid 134	150
Arkanoid 135	150	Arkanoid 136	150	Arkanoid 137	150
Arkanoid 138	150	Arkanoid 139	150	Arkanoid 140	150
Arkanoid 141	150	Arkanoid 142	150	Arkanoid 143	150
Arkanoid 144	150	Arkanoid 145	150	Arkanoid 146	150
Arkanoid 147	150	Arkanoid 148	150	Arkanoid 149	150
Arkanoid 150	150	Arkanoid 151	150	Arkanoid 152	150

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GAME OVER!

SUPER Castlevania IV

THE DRAC IS BACK!!!


Simon Belmont is back in the whip-snappin' sequel Castlevania 4. Simon must make his way through nine levels of intense action to reach the legendary Castlevania, home of the wicked Count Dracula. While in the castle, there are two more levels you must conquer in order to reach Dracula. Before entering Dracula's throne room jump off the ledge at the base of the stairs for secret power-ups! Walk up the invisible staircase and jump to the ledge. Now go battle Dracula and bring peace back to Transylvania.




Use this password without a name and you will go straight to Dracula.




During the first two attacks Dracula will shoot out fireballs the spray shots all over the screen. If you whip these fireballs you will receive a bonus chicken leg for increased health.




The most effective way to defend yourself is to let your whip hang like a shield.



Boomerang will destroy the fireballs that Dracula shoots in his second attack.



The Boomerang inflicts the most damage against Dracula's first attack.



Watch the top of the screen for the first signs of lightning. Dodge the columns or else!

U.S. NATIONAL VIDEO GAME TEAM INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES

Effective March, 1992

Game of the Month High Scores!!
This Month's Game...
Streets of Rage



Send Scores For...
Rolling Thunder 2
All entries by June 15

WIN BIG WITH EGM!!

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirt. Each month the top score on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your High scores in today!

- 1. Jamison Scott 999,900**
- 2. Ben Caton 999,900**
- 3. Jim Martin 999,900**
- 4. Mario Pozzo 999,900**
- 5. Richard Sautner 999,900**

Game	Score	Player
Aloha	858,350	Kelly McEntee
Adventure Island 2	272,540	Edouard Charbonneau
Batman	9,902,550	Jeff Armstrong
Battletoads	896,899	Jason Klingner
Castlevania	898,899	Jeff Adkins
Castlevania 3	898,899	Peter Kincaid
Double Dragon 2	9,995,990	Edouard Charbonneau
Dr. Muten	1,322,400	Stephen Krogman
Gunfire War	281,300	Shidan Zaryevski
Kabuki Quantum Fighter	4,407,890	Edouard Charbonneau
Kung Fu Heroes	11,028,200	Stephen Krogman
Legendary Wings	2,848,200	Stephen Krogman
Micro Madness	142,718	Jason Turko
Mega Man	9,998,900	Jeff Adkins
Palenques	783,178	Stephen Krogman
Paperboy	181,300	Glen Blackwell
PD W	315,500	Dave Wright
Remage	42,886,863	Stephen Krogman
Head Smashers	899,899	Paul Bartaglia
Robotop	152,081	Jason Turko
Spy Hunter	528,558	Damon Fleming
Sports	12,012,210	Ben Stoen
Suave D	9,989,890	David Wright
Super Mario Bros. 3	9,993,900	Bergin Stager
Tetra	885,781	Gary Goid
TMT	9,999,900	Chris Appard

Game	Score	Player
After Burner	19,572,800	Christopher Sims
Atari's Fun	254,800	Alex Simons
Block Ball	898,890	Edu Steppan
Boutie Stron	927,000	Todd Fisher
Moonwalker	31,020	Vince Tansed
The Ninja	9,994,600	Vince Tansed
Pro Wrestling	998,400	Vince Tansed
Remage	988,180	Christopher Sims
Rastan	20,138,800	Christopher Sims
R-Type	1,528,500	Brian Gaudinart
Spartan	1,163,700	Todd Duffins
Space Harrier 3-D	28,247,870	Ben Lee

Game	Score	Player
Batman	931,400	Todd Rastilo
Buster Douglas	22,390,000	Steve Leno
Castle of Illusion	20,258,000	John Shucky
Columns	99,999,999	Kath Danbach
Galax	1,791,841	Jim Jacobs
Ghouls & Ghosts	2,272,200	Frank Lee
Moonwalker	2,814,300	Richard Sautner
Ms. Pac-Man	155,997,428	Teddy Madson
Phenix	2,513,840	Tony Deavry
Shadow Dancer	2,367,200	Mark Langston
Sonic the Hedgehog	1,395,890	Brian Horvath
Thunder Force 1	7,861,880	John Decker

Game	Score	Player
Blazing Lasers	95,999,999	Dale Sciffell
Bloody Wolf	35,784,000	Felix Gault
Cyber Cars	9,890,000	Josh Wright
Dragon Spirit	639,430	Handy Lewis
Fighting Stalls	1,880,800	Denise Crowler
Gainga 80	4,504,140	Jeff Yonan
Kick	2,440,750	Jonathan Paleologos
Master of Lay	161,000	Paul Cooper
Pac-Man	2,758,310	Ruth DeLo
Paradise Stars	63,662,040	Justin Hovath
R-Type	990,800	Chris Haggard
Spartan	10,200,500	Chris Haggard
Super Star Soldier	13,442,900	Jeff Yonan

ARCADE NINTENDO TURBO GENESIS SEGA

Game	Score	Player
1643	2,947,280	Brian Chapel
After Burner	68,348,000	Nyembar Kelly
Arkadoid	1,185,810	Stephen Krogman
APB	1,002,324	Greg Gibson
Chase/HX	69,120,000	Steve Flynn
Double Dragon	130,600	Brian Chapel
Head On	828,600	Jerry Lambers
Head On 2	3,201,000	Leung Ho Chiu
Kick	40,650,270	Der Lin
OK Run	2,340,800	Stephen Krogman
Robotop	12,824,000 (1 play)	Greg Gibson
Swash TV	10,840,310	North Alford

Rules - All scores on Rolling Thunder 2 must be tested by June 15, 1992. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SAGE to High Scores, 1520 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute High score call 1-708-918-6474.

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for the Nintendo Game Boy Advance

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Official Nintendo Game Boy Game



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The Addams Family

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghosts and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



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